STAR WARS

D6 CONVERSION

KNIGHTS OF THE OLD REPUBLIC

STAR WARS

ROLEPLAYING GAME

KNIGHTS OF THE OLD REPUBLIC™ CAMPAIGN GUIDE

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Inspired by

WEST END GAMES
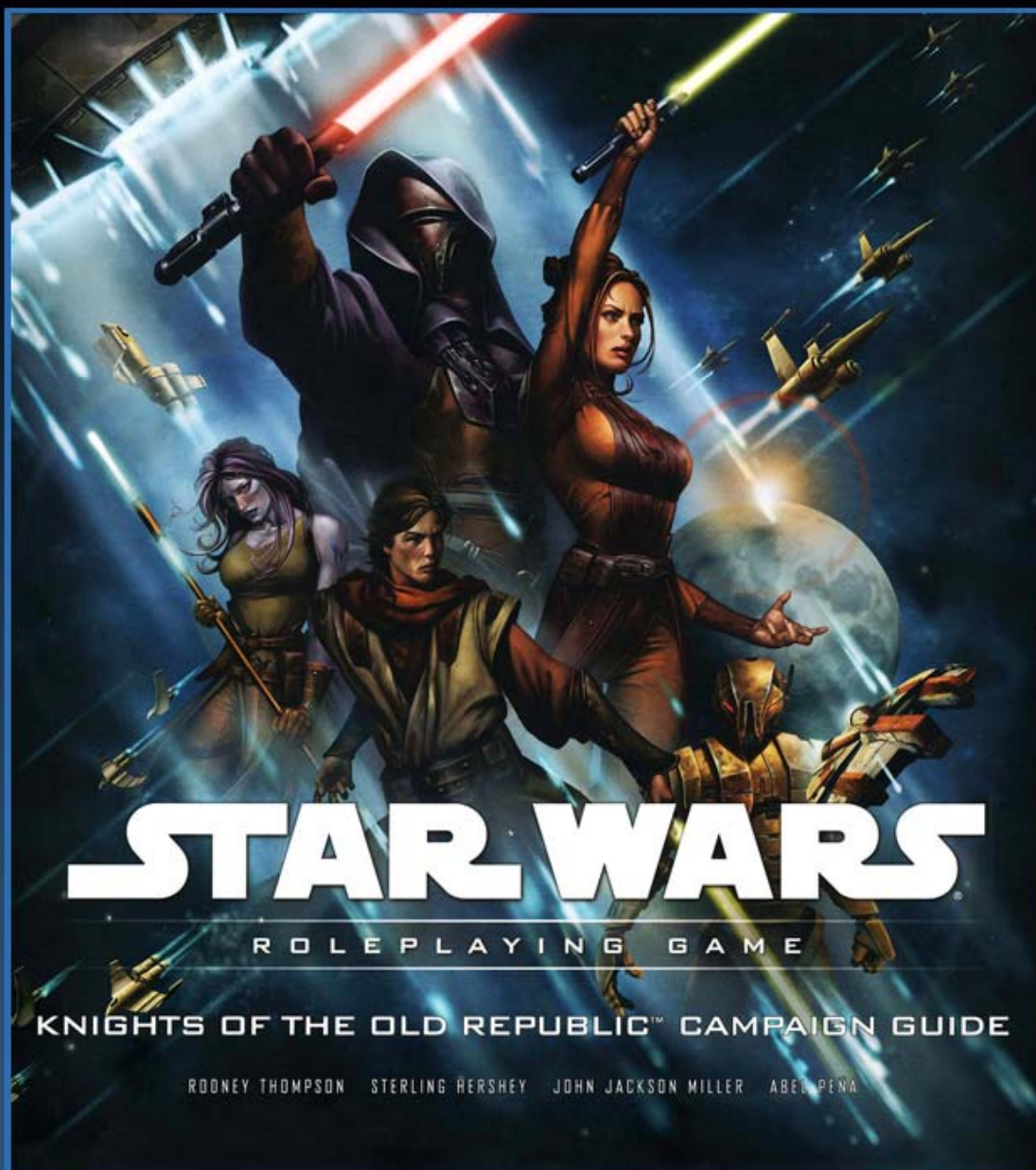
Alien Species

Arkanian

Home Planet: Arkania
Attribute Dice: 13D
DEXTERITY 1D/3D+2
KNOWLEDGE 1D+2/4D+1
MECHANICAL 1D+1/4D
PERCEPTION 1D+1/4D
STRENGTH 1D+2/4D+1
TECHNICAL 2D/4D+2
Special Abilities:
Darkvision: Arkanian characters can see up to 20 meters in total darkness.
Story Factors:
Arrogance: Arkanians are typically arrogant, believing that they have reached the pinnacle of evolution.
Infamy: Arkania was once part of the Sith empire, and their dedication to aggressive scientific research has given them a somewhat bad reputation as the galaxy's mad scientists.
Move: 10/12
Size: 1.6 to 2.2 meters tall.
Source: Ultimate Alien Anthology (pages 15-16), Alien Anthology (pages 57-58), Power of the Jedi Sourcebook (page 64), Knights of the Old Republic Campaign Guide (pages 10-11)

Arkanian Offshoot

Home Planet: Arkania
Attribute Dice: 12D
DEXTERITY 2D/4D+1
KNOWLEDGE 1D+2/3D+2
MECHANICAL 1D+1/4D
PERCEPTION 1D+1/3D+2
STRENGTH 1D+2/4D+1
TECHNICAL 1D+2/4D
Special Abilities:
Engineered: Arkanian Offshoots are typically engineered for specific industrial tasks. At character creation they get an extra 2D to place in either *lifting, repair* skills, *piloting* skills, *survival* or *first aid*.
Story Factors:
Sub-race: Pureblood Arkanians consider the Offshoot to be no more than tools or slaves.
Move: 10/12
Size: 1.6 to 2.2 meters tall.
Source: Knights of the Old Republic Campaign Guide (pages 10-11)

Cathar

Home Planet: Cathar
Attribute Dice: 12D
DEXTERITY 2D/4D+2
KNOWLEDGE 1D/3D+2
MECHANICAL 1D/4D
PERCEPTION 1D/4D
STRENGTH 1D/4D
TECHNICAL 1D/3D+2
Special Abilities:
Claws: The more common Cathar sub-species has claws that do STR+1D damage.
Camouflage Fur: The less common Cathar subspecies has shorter fur with color-changing ability. Using this ability counts as an action for every round the fur's color remains altered to match the environment, granting a +2D *sneak* bonus against being spot visually.
Move: 12/14
Size: 1.7 meters on average
Source: Ultimate Alien Anthology (pages 28-29), Power of the Jedi Sourcebook (pages 65-66), Knights of the Old Republic Campaign Guide (page 12)

Draethos

Home Planet: Thosa
Attribute Dice: 12D
DEXTERITY 1D+1/4D
KNOWLEDGE 2D+1/5D
MECHANICAL 1D+2/4D
PERCEPTION 1D/3D
STRENGTH 1D/3D+2
TECHNICAL 1D+1/4D+1
Special Abilities:
Broadcast Telepathy: Draethos can speak telepathically with any number of creatures within 500 meters. Anyone wishing to resist this telepathic communication must make an opposed *willpower* or *control* skill roll against the Draethos' own *willpower* or *control* skill. This ability cannot be used to "steal" memories or information.
Low-light Vision: A Draethos can see twice as far as a normal human in poor lighting conditions.
Skill Bonus: Draethos are encouraged to learn as much as they can, and most adults are experts on several topics. As such, Draethos characters receive 2D for every 1D placed into *Knowledge* skills at the time of character creation only.
Story Factors:
Long-Lived: Draethos character can live up to 800 years.
Move: 10/12
Size: 1.8 meters tall on average.
Source: Ultimate Alien Anthology (pages 46-47), Power of the Jedi Sourcebook (page 67), Knights of the Old Republic Campaign Guide (pages 12-13)

Feeorin

Home Planet: Odryn
Attribute Dice: 12D
DEXTERITY 1D/3D+2
KNOWLEDGE 1D+1/4D
MECHANICAL 1D/3D+2
PERCEPTION 1D+1/4D
STRENGTH 2D/4D+2
TECHNICAL 1D+1/4D
Special Abilities:
Low-Light Vision: Feeorin can see twice as far as a human in dim light.
Endurance: Due to their high level of endurance, Feeorin may re-roll any failed Stamina check once.
Story Factors:
Bad Reputation: On worlds where they have settled, Feeorin characters may be regarded as evil or dangerous based on their species alone.
Move: 10/12
Size: 2.2 meter tall on average
Source: Ultimate Alien Anthology (pages 58-59), Knights of the Old Republic Campaign Guide (pages 13-14)

Khil

Home Planet: Belnar
Attribute Dice: 12D
DEXTERITY 1D/4D
KNOWLEDGE 2D/4D
MECHANICAL 1D 4D
PERCEPTION 1D/4D
STRENGTH 1D/3D
TECHNICAL 1D+1/4D
Move: 8/10
Size: 1.2-2 meters tall
Source: Galaxy Guide 12 – Aliens: Enemies and Allies (pages 47-48), Ultimate Alien Anthology (pages 84-86), Knights of the Old Republic Campaign Guide (pages 14-15)

Kissai

Home Planet: Korriban
Attribute Dice: 12D
DEXTERITY 1D+2/4D
KNOWLEDGE 1D+1/3D+2
MECHANICAL 1D+2/4D
PERCEPTION 1D+2/4D+1
STRENGTH 2D/4D
TECHNICAL 1D+2/3D+2
Special Abilities:
Low Light Vision: Massassi can see twice as far as a normal human in poor lighting conditions.
Warrior Culture: Kissai grow up in a violent and warlike society, so they constantly watch for threats, gaining a permanent +1D bonus to *search* or *Perception* rolls to spot a threat.
Story Factors:
Thought to be Extinct: Most scholars believe the Kissai were driven to extinction prior to the Rise of the Empire, though it is possible that some survivors exist on remote worlds that the Sith may have inhabited.
Move: 10/12
Size: 1.8 meters tall (average)
Source: Knights of the Old Republic Campaign Guide (pages 15-16)

Massassi

Home Planet: Korriban
Attribute Dice: 12D
DEXTERITY 1D+2/4D+1
KNOWLEDGE 1D/3D+2
MECHANICAL 1D+1/4D
PERCEPTION 1D/3D+2
STRENGTH 2D+1/5D
TECHNICAL 1D/3D+1
Special Abilities:
Low Light Vision: Massassi can see twice as far as a normal human in poor lighting conditions.
Warrior Culture: Massassi are trained from birth to be efficient soldiers. As such, Massassi characters gain a permanent +1D bonus to *search* and *intimidation* skill rolls.
Story Factors:
Thought to be Extinct: Most scholars believe the Massassi were driven to extinction prior to the Rise of the Empire, though it is possible that some survivors exist on remote worlds that the Sith may have inhabited.
Move: 10/12
Size: 1.9 meters tall (average)
Source: The Dark Side Sourcebook (pages 114-115), Knights of the Old Republic Campaign Guide (pages 15-16)

Miraluka

Attribute Dice: 12D
DEXTERITY 2D/4D
KNOWLEDGE 2D/4D
MECHANICAL 2D/4D
PERCEPTION 1D/5D
STRENGTH 2D/4D
TECHNICAL 2D/4D
Special Abilities:
Force Sight: The Miraluka rely on their ability to percieve their surroundings by sensing the slight force vibrations emanated from all objects. In any location where the force is

some way cloaked, the Miraluka are effectively blind.
Move: 10/12
Size: 1.6-1.8 meters tall
Source: Ultimate Alien Anthology (pages 97-98), Tales of the Jedi Companion (pages 101-102), Power of the Jedi Sourcebook (pages 70-71), Threats of the Galaxy (page 31), Knights of the Old Republic Campaign Guide (pages 16-17)

Rakata
Home Planet: Rakata Prime
Attribute Dice: 12D
DEXTERITY 2D/4D
KNOWLEDGE 2D/4D
MECHANICAL 2D/4D+1
PERCEPTION 1D+1/3D+2
STRENGTH 1D+2/3D+2
TECHNICAL 2D+1/4D+2
Special Abilities:
Force Blind: For reasons unknown, they have lost their connection to the Force. Rakata characters can't be Force Sensitive, though they can still gain Dark Side Points and be affected by Force Powers.
Rage: Once per day, a Rakata can fly into a rage, gaining a +1D bonus to melee attacks and damage, but cannot use skills that require patience and concentration. A fit of rage lasts for a number of rounds equal to 5+ the character's number of full *Strength* dice. At the end of its rage, the character is tired, suffering a -1 penalty to all actions until he rests for at least 10 minutes.
Move: 10/12
Size: 2 meters tall on average
Source: Knights of the Old Republic Campaign Guide (pages 17-18)

Selkath
Home Planet: Manaan
Attribute Dice: 12D
DEXTERITY 2D/4D
KNOWLEDGE 2D/4D
MECHANICAL 2D/4D
PERCEPTION 2D+1/4D+1
STRENGTH 1D+2/4D
TECHNICAL 2D/4D
Special Abilities:
Amphibious: Selkath can breathe underwater and get a +2D bonus to *swimming*.
Poison: Selkath retractable claws can inject venom into an enemy that does 3D damage on a successful attack and another 2D after 5 rounds. Using poison in a fight is considered unseemly by many Selkath and was outlawed on ancient Manaan.
Able Healers: Selkath get a +1D bonus to *first aid* when healing another.
Move: 10/12 (walking), 6/8 (swimming)
Size: 1.5 meters tall on average
Source: Knights of the Old Republic Campaign Guide (pages 18-19)

Snivvian
Home Planet: Cadomai
Attribute Dice: 12D
DEXTERITY 1D/3D
KNOWLEDGE 2D/4D
MECHANICAL 1D/3D
PERCEPTION 2D+1/4D+2
STRENGTH 2D/4D
TECHNICAL 1D/4D
Story Factors:
Strife-Torn History: The Snivvians never seem to get a break. From the genetic problems with the Blood Code, to the period of slavery by the Thalassians, the Snivvians have undergone hardship after hardship. Now that the Blood Code may have returned, the Snivvians are bracing themselves for more troubles. Despite such adversity (or perhaps because of it), the Snivvians are respected artists and writers.

Blood Code: The genetic flaw that has led to much violence in Snivvian history has also caused the Snivvians to be very distrustful of twins of any species. As families, Snivvian brothers tend to be very distant.
Special Abilities:
Adaptive Skin: Snivvian can survive in temperature extremes of minus 30 degrees standard, to temperatures up to 45 degrees standard without harm or protective gear. They do wear clothing for cultural reasons. The Snivvian's tough skin give them +1D armor bonus to resist physical damage.
Move: 10/12
Size: 1.2-1.8 meters tall
Source: Galaxy Guide 12 – Aliens: Enemies and Allies (pages 80-82), Ultimate Alien Anthology (pages 147-149), Alien Anthology (pages 101-102), Knights of the Old Republic Campaign Guide (page 19)

Vehicles

Lhosan Swoop

Craft: Lhosan Industries Swoop Racer
Type: Racing swoop
Scale: Speeder
Length: 4.3 meters
Skill: Repulsorlift operation: Lhosan swoop
Crew: 1
Passengers: 0
Cargo Capacity: 2 kilograms
Cover: 1/2
Altitude Range: Ground level-4 meters
Cost: 18,700 (new), 14,300 (used)
Maneuverability: 1D+2
Move: 295; 850 kmh
Body Strength: 1D+1
Source: Knights of the Old Republic Campaign Guide (pages 92-93)

Lhosan AeroChaser

Craft: Lhosan Industries AeroChaser Speeder Bike
Type: Speeder bike
Scale: Speeder
Length: 4.1 meters
Skill: Repulsorlift operation: AeroChaser
Crew: 1
Passengers: 0
Cargo Capacity: 4 kilograms
Cover: 1/2
Altitude Range: Ground level-0.8 meters
Cost: 5,800 (new), 1,000 (used)
Maneuverability: 3D
Move: 175; 500 kmh
Body Strength: 1D
Source: Knights of the Old Republic Campaign Guide (page 92)

Aratech Urban Navigator

Craft: Aratech Urban Navigator Speeder Bike
Type: Sidecar speeder bike
Scale: Speeder
Length: 3.6 meters
Skill: Repulsorlift operation: Urban Navigator
Crew: 1
Passengers: 1
Cargo Capacity: 10 kilograms
Cover: 1/4
Altitude Range: Ground level-400 meters
Cost: 9,600 (new), 3,500 (used)
Maneuverability: 2D+2
Move: 140; 400 kmh
Body Strength: 1D+1
Source: Knights of the Old Republic Campaign Guide (page 93)

TT-6 Landspeeder

Craft: SoroSuub TT-6 Landspeeder
Type: Speeder bike
Scale: Speeder
Length: 5.2 meters
Skill: Repulsorlift operation: TT-6
Crew: 1
Passengers: 1
Cargo Capacity: 40 kilograms
Cover: 1/2
Altitude Range: Ground level-2 meters
Cost: 12,000 (new), 3,800 (used)
Maneuverability: 2D
Move: 140; 400 kmh
Body Strength: 1D+2
Source: Knights of the Old Republic Campaign Guide (pages 93-94)

PL-90 Luxury Speeder

Craft: Ubrikkian Repulsorlift Manufacturing PL-90 Luxury Speeder
Type: Luxury landspeeder
Scale: Speeder
Length: 10.5 meters
Skill: Repulsorlift operation: PL-90
Crew: 1
Passengers: 7
Cargo Capacity: 30 kilograms
Cover: 1/2
Altitude Range: Ground level-5 meters
Cost: 48,000 (new), 29,000 (used)
Maneuverability: 2D
Move: 90; 280 kmh
Body Strength: 2D+1
Source: Knights of the Old Republic Campaign Guide (page 94)

Twin-228 Airspeeder

Craft: SoroSuub Twin-228 Airspeeder
Type: Airspeeder
Scale: Speeder
Length: 8.4 meters
Skill: Repulsorlift operation: Twin-228
Crew: 1
Passengers: 1
Cargo Capacity: 60 kilograms (460Kg w/ cargo pod)
Cover: 1/2
Altitude Range: Ground level-1,000 meters
Cost: 22,000 (new), 13,500 (used), 1,000 (cargo pod)
Maneuverability: 2D+2
Move: 280; 800 kmh
Body Strength: 2D
Source: Knights of the Old Republic Campaign Guide (page 95)

Basilisk War Droid

Craft: Basilisk War Droid
Type: Mandalorian mount droid
Scale: Walker
Length: 8 meters
Skill: Repulsorlift operation: Basilisk war droid
Crew: 1 plus droid brain
Crew Skill: Droid brain: Brawling 5D, missile weapons 3D, perception 3D, repulsorlift operation 4D, vehicle blasters 3D
Cargo Capacity: 100 kilograms
Consumables: 1 day
Cover: 1/2
Altitude Range: Ground level-space

Cost: Not available for sale (estimated value 70,000)
Maneuverability: 2D
Move: 190; 550 kmh
Space: 2
Body Strength: 4D
Weapons:
2 Light Laser Cannons (fire-linked)
Fire Arc: Front
Skill: Vehicle blasters
Fire Control: 2D+2
Space Range: 1-3/8/15
Atmosphere Range: 50-300/800/1.5 Km
Damage: 5D
2 Concussion Missile Launchers (2 missiles each)
Fire Arc: Front
Skill: Missile weapons
Fire Control: 2D
Space Range: 1/3/7
Atmosphere Range: 100/300/700
Damage: 8D
Pulse-Wave Cannons
Fire Arc: Front
Scale: Speeder
Skill: Vehicle blasters
Fire Control: 2D
Range: 50-75/300/750
Damage: 5D
Space Mine Layer (2 mines)
Fire Arc: Rear
Scale: Starfighter
Skill: Missile weapons
Fire Control: 1D
Blast Radius: 1/2/4; 100/200/400
Damage: 6D/4D/2D
2 Heavy Brawling Claws
Fire Arc: Turret
Skill: Brawling (droid brain)/powersuit operation (pilot)
Fire Control: 1D
Range: 3 meters
Damage: 3D+2
Source: Knights of the Old Republic Campaign Guide (pages 202-203)

Starships

Sith Interceptor

Craft: StarForge Manufacture Sith Interceptor
Affiliation: Sith
Era: Old Republic
Source: Starships of the Galaxy – Saga Ed. (page 130), Knights of the Old Republic Campaign Guide (page 164)
Scale: Starfighter
Length: 7 meters
Skill: Starfighter piloting: Sith Interceptor
Crew: 1
Crew Skill: Starfigther piloting 4D+1, starship gunnery 3D+2
Passengers: None
Cargo Capacity: 40 kilograms
Consumables: 1 day
Cost: Not available for sale
Maneuverability: 3D
Space: 9
Atmosphere: 435; 1,250 kmh
Hull: 1D+2
Sensors:
Passive: 20/0D
Scan: 35/1D
Weapons:
Laser Cannon
Fire Arc: Front
Skill: Starhip gunnery
Fire Control: 2D
Space Range: 1-5/10/17
Atmosphere Range: 100-500/1/1.7 km
Damage: 3D

Krath Chaos Fighter

Craft: Koros Spaceworks CX-133 Chaos Fighter
Affiliation: General / Krath
Era: Old Republic
Source: Knights of the Old Republic Campaign Guide (page 220)

Type: Attack fighter
Scale: Starfighter
Length: 10.5 meters
Skill: Starfighter piloting: Chaos Fighter
Crew: 1
Cargo Capacity: 40 kilograms
Consumables: 2 days
Cost: Not available for sale (estimated 65,000)
Maneuverability: 2D
Space: 7
Atmosphere: 350; 1,100 kmh
Hull: 2D
Sensors:
Passive: 10/0D
Scan: 20/1D
Weapons:
6 Light Laser Cannons (fire-linked)
Fire Arc: Front
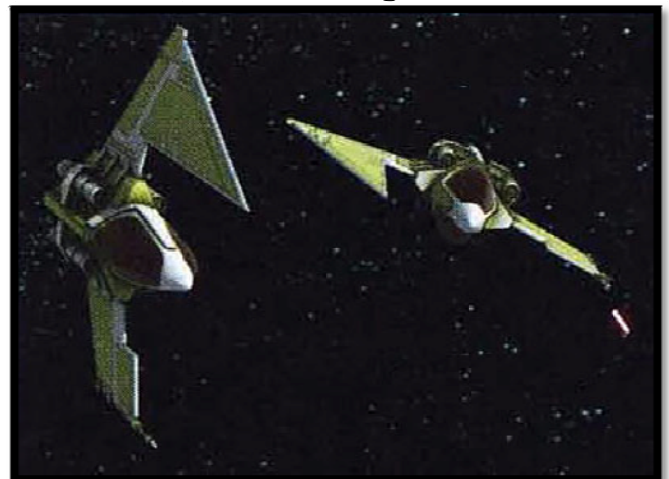*Skill:* Starship gunnery
Fire Control: 2D
Space Range: 1-3/5/8
Atmosphere Range: 1-300/500/800
Damage: 5D
Game Notes: Chaos fighters are laden with volatile materials, causing an extra +2D damage to any ship they collide with.

Davaab Mandalorian Starfighter

Craft: Neo Crusaders' War Forges *Davaab*-type Starfighter
Affiliation: Mandalorians
Era: Old Republic
Source: Knights of the Old Republic Campaign Guide (page 204)
Type: Defense starfighter
Scale: Starfighter
Length: 8.8 meters
Skill: Starfighter piloting: *Davaab*-type
Crew: 1
Cargo Capacity: 40 kilograms
Consumables: 1 week
Cost: 150,000 (new), 80,000 (used)
Hyperdrive Multiplier: x2
Nav Computer: Limited to 5 jumps
Maneuverability: 2D+2
Space: 7
Atmosphere: 350; 1,100 kmh
Hull: 3D+1

Shields: 1D+2
Sensors:
Passive: 20/0D
Scan: 40/1D
Weapons:
2 Light Laser Cannons (fire-linked)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D+1
Space Range: 1-5/10/17
Atmosphere Range: 100-500/1/1.7 km
Damage: 4D
Medium Concussion Missile Launchers (3 missiles)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D+2
Space Range: 1/3/7
Atmosphere Range: 100/300/700
Damage: 8D

Stinger

Craft: Corellian Engineering Corporation S-100 *Stinger*-class Starfighter
Affiliation: Jedi Order / General
Era: Old Republic
Source: Power of the Jedi Sourcebook (page 60), Knights of the Old Republic Campaign Guide (pages 95-96)
Type: Starfighter
Scale: Starfighter
Length: 3.5 meters
Skill: Starfighter piloting: S-100 *Stinger*
Crew: 1
Crew Skill: 5D in all applicable skills
Cargo Capacity: 10 kilograms
Consumables: 1 month
Cost: 150,000 (new), 90,000 (used)
Hyperdrive Multiplier: x2
Nav Computer: Limited to 10 jumps
Maneuverability: 3D+2
Space: 9
Atmosphere: 400; 1,150 kmh
Hull: 3D
Shields: 2D
Sensors:
Passive: 25/0D
Scan: 50/1D

Weapons:
2 Assault Laser Cannons (fire-linked)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-5/10/17
Atmosphere Range: 100-500/1/1.7 km
Damage: 5D
2 Proton Torpedo Launchers (4 missiles each)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1/3/7
Atmosphere Range: 100/300/700
Damage: 8D

Star Saber

Craft: Republic Fleet Systems Star Saber XC-01
Affiliation: Old Republic / Jedi Order
Era: Old Republic
Source: Power of the Jedi Sourcebook (pages 60-61), Knights of the Old Republic Campaign Guide (page 96)
Type: Starfighter
Scale: Starfighter
Length: 6.75 meters
Skill: Starfighter piloting: Star Saber
Crew: 1
Crew Skill: 4D in all applicable skills
Passengers: None
Cargo Capacity: 45 kilograms
Consumables: 1 week
Cost: 145,000 (new), 75,000 (used)
Hyperdrive Multiplier: x2
Nav Computer: Can store coordinates for 10 hyperspace jumps
Maneuverability: 1D+2
Space: 9
Atmosphere: 380; 1,100 kmh
Hull: 4D
Shields: 2D+1
Sensors:
Passive: 20/0D
Scan: 40/1D
Weapons:
2 Heavy Blaster Cannons (fire-linked)
Fire Arc: Front
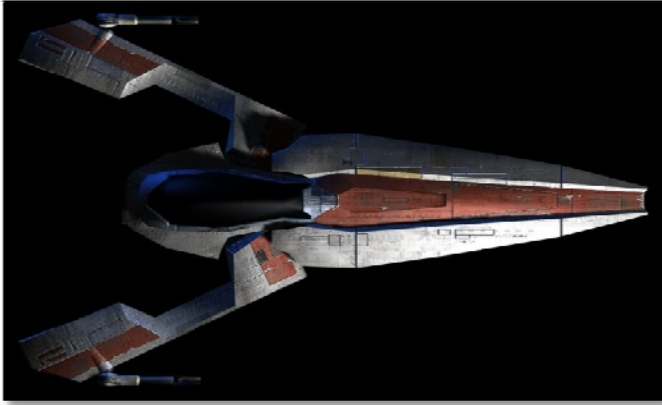*Skill:* Starship gunnery
Fire Control: 1D
Space Range: 1-5/10/17
Atmosphere Range: 100-500/1/1.7 km
Damage: 6D

Aurek Strikefighter

Craft: Republic Fleet Aurek Tactical Strikefighter
Affiliation: Old Republic
Era: Old Republic
Source: Knights of the Old Republic Campaign Guide (pages 180-181)
Type: Strikefighter
Scale: Starfighter
Length: 9.2 meters
Skill: Starfighter piloting: Aurek Strikefighter
Crew: 1
Passengers: None
Cargo Capacity: 20 kilograms
Consumables: 1 week
Cost: Not available for sale (estimated 360,000)
Hyperdrive Multiplier: x2
Nav Computer: Yes
Maneuverability: 3D+2
Space: 11
Atmosphere: 485; 1,400 kmh
Hull: 3D+2
Shields: 1D
Sensors:
Passive: 25/1D
Scan: 50/2D
Weapons:
2 Heavy Laser Cannons (fire-linked)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-5/10/17
Atmosphere Range: 100-500/1/1.7 km
Damage: 6D
Proton Torpedo Launcher (6 missiles)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1/3/7
Atmosphere Range: 100/300/700
Damage: 9D

Chela Starfighter

Craft: Corellian Engineering Corporation S-250 *Chela*-class Starfighter
Affiliation: Old Republic
Era: Old Republic
Source: Knights of the Old Republic Campaign Guide (page 181)
**Type:** Starfighter
Scale: Starfighter

Length: 14 meters
Skill: Starfighter piloting: S-250 *Chela*
Crew: 1
Passengers: None
Cargo Capacity: 30 kilograms
Consumables: 1 week
Cost: Not available for sale (estimated 420,000)
Hyperdrive Multiplier: x2
Nav Computer: Yes
Maneuverability: 2D+2
Space: 9
Atmosphere: 415; 1,200 kmh
Hull: 4D
Shields: 1D+1
Sensors:
Passive: 25/1D
Scan: 55/2D
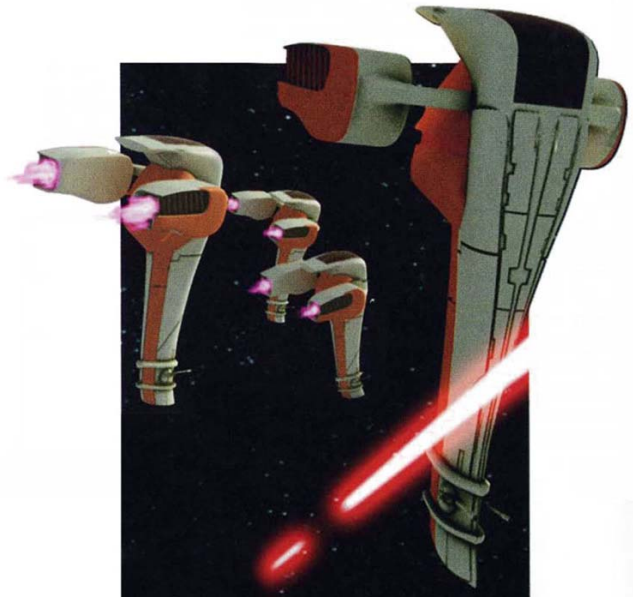
Weapons:
Twin Medium Laser Cannons
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-5/10/17
Atmosphere Range: 100-500/1/1.7 km
Damage: 5D
2 Concussion Missiles Launchers (6 missiles each)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 1D+2
Space Range: 1/3/7
*Atmosphere Range:* 100/300/700
Damage: 10D

578-R Space Transport

Craft: Amalgamated Hyperdyne 578-R Space Transport
Affiliation: General
Era: Old Republic
Source: Knights of the Old Republic Campaign Guide (page 98)
Type: Light freighter
Scale: Starfighter
Length: 31.5 meters
Skill: Space transports: 578-R
Crew: 2, gunners: 1
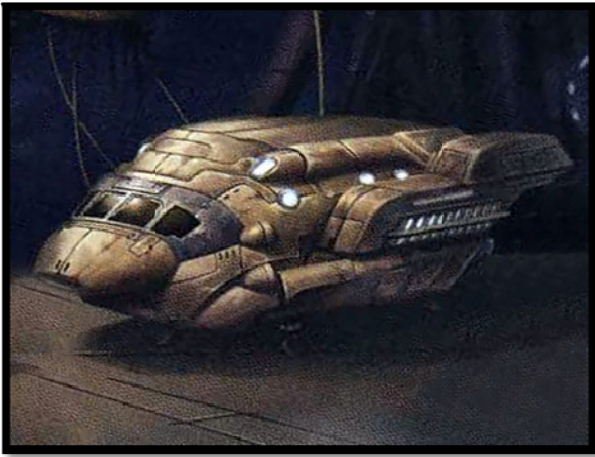
Passengers: 10
Cargo Capacity: 40 metric tons
Consumables: 4 months
Cost: 75,000 (new), 28,000 (used)
Hyperdrive Multiplier: x3
Nav Computer: Yes
Maneuverability: 0D
Space: 4
Atmosphere: 280; 800 kmh
Hull: 3D+1
Sensors:
Passive: 10/0D
Scan: 20/1D
Weapons:
Laser Cannon
Crew: 1
Fire Arc: Turret
Skill: Starship gunnery
Fire Control: 1D
Space Range: 1-2/10/20
Atmosphere Range: 50-100/250/400
Damage: 4D

Ebon Hawk
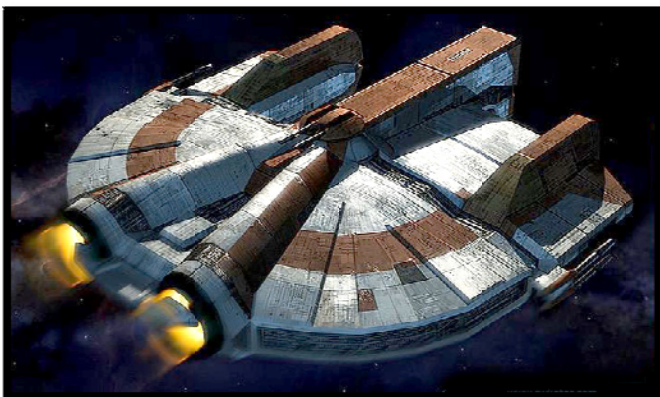
Craft: Modified Core Galactic Systems *Dynamic*-class freighter
Affiliation: Davik Kang / Darth Revan
Era: Old Republic
Source: Knights of the Old Republic Campaign Guide (page 220)
Type: Modified light freighter
Scale: Starfighter
Length: 24 meters
Skill: Space transports
Crew: 3, gunners: 1, skeleton: 1/+10
Passengers: 8

Cargo Capacity: 40 metric tons
Consumables: 2 months
Cost: Not available for sale (estimated 154,000)
Hyperdrive Multiplier: x1
Nav Computer: Yes
Maneuverability: 1D+2
Space: 8
Atmosphere: 380; 1,100 kmh
Hull: 4D+2
Shields: 2D+2
Sensors:
Passive: 15/1D
Scan: 30/2D
Weapons:
Double Laser Cannon
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D+2
Space Range: 1/5/10
Atmosphere Range: 50-100/300/700
Damage: 4D
Double Heavy Laser Cannon
*Fire Arc:* Turret
Crew: 1
Skill: Starship gunnery
Fire Control: 3D
Space Range: 1-3/10/18
Atmosphere Range: 50-100/200/300
Damage: 6D
Docking Gun
Fire Arc: Turret
Scale: *Character*
Skill: Vehicle blasters
Fire Control: 1D+2 (or auto targeting with a skill of 3D)
Atmosphere Range: 10-50/100/200
Damage: 7D+1
Game notes: The Dynamic class freighter is designed for easy modification and repair. Characters receive a +2 bonus to any skill rolls to modify or repair the Dynamic-class freighter.

Visionary
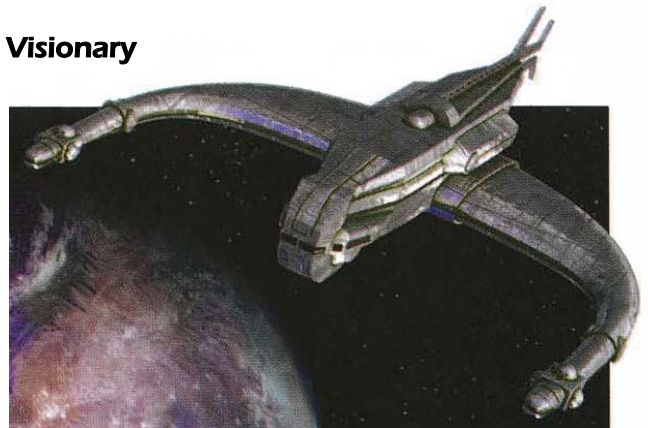
Craft: Modified Elaor Propulsion *Starscape*-class Yacht
Affiliation: G0-T0 (droid smuggler)
Era: Old Republic
Source: Knights of the Old Republic Campaign Guide (pages 221-222)
Type: Modified light freighter
Scale: Starfighter

Length: 130 meters
Skill: Space transports: *Starscape* yacht
Crew: 14, gunners: 12, skeleton: 6/+10
Passengers: 12
Cargo Capacity: 50 metric tons
Consumables: 6 months
Cost: Not available for sale
Hyperdrive Multiplier: x1
Nav Computer: Yes
Maneuverability: +2
Space: 4
Atmosphere: 480; 800 kmh
Hull: 4D
Shields: 2D
Sensors:
Passive: 25/1D+2
Scan: 40/2D+2
Weapons:
2 Medium Laser Cannons
Fire Arc: Turret
Crew: 2
Skill: Starship gunnery
Fire Control: 1D
Space Range: 1/5/10
Atmosphere Range: 50-100/300/700
Damage: 5D
4 Light Laser Cannons
Fire Arc: Turret
Crew: 2
Skill: Starship gunnery
Fire Control: 1D+2
Space Range: 1-3/10/18
Atmosphere Range: 50-100/200/300
Damage: 3D
Game Note: The ship is equipped with a stygium crystal cloaking device. This device bestows a 3D+1 penalty to any *sensors* rolls made to detect it. This penalty also reduces bonuses granted by Fire Control systems to a minimum of 0D.

Conductor Landing Craft

Craft: Republic Fleet Systems *Conductor*-class Short-haul Landing Craft
Affiliation: Old Republic
Era: Old Republic
Source: Knights of the Old Republic Campaign Guide (pages 181-182)
Type: Landing craft
Scale: Starfighter

Length: 19 meters
Skill: Space transports: Conductor
Crew: 1
Passengers: 5 (plus 2 bulk-loader droids)
Cargo Capacity: 80 metric tons
Consumables: 2 weeks
Cost: 250,000 (new), 100,000 (used)
Hyperdrive Multiplier: x3
Nav Computer: Yes
Maneuverability: +1
Space: 1
Atmosphere: 175; 500 kmh
Hull: 4D
Sensors:
Passive: 15/1D
Scan: 30/2D
Weapons:
Light Laser Cannon
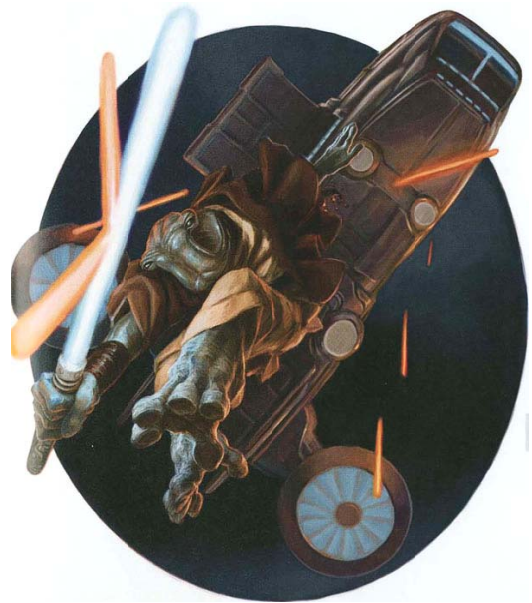*Fire Arc:* Front
Skill: Starship gunnery
Fire Control: 1D+1
Space Range: 1-2/4/7
Atmosphere Range: 50-150/350/700
Damage: 4D

Jedi Covenant Shuttle

Craft: Elaor Propulsion *Baronial*-class Yacht
Affiliation: Jedi Covenant
Era: Old Republic
Source: Knights of the Old Republic Campaign Guide (page 143)
Type: Converted luxury yacht
Scale: Starfighter
Length: 26 meters
Skill: Space transports: Baronial yacht
Crew: 1
Passengers: 4
Cargo Capacity: 30 metric tons
Consumables: 1 month
Cost: 200,000 (new), 120,000 (used)
Hyperdrive Multiplier: x3
Nav Computer: No
Maneuverability: 1D
Space: 5

Atmosphere: 310; 900 kmh
Hull: 3D+2
Shields: 1D
Sensors:
Passive: 15/1D
Scan: 35/2D+2
Weapons:
Double Light Laser Cannon
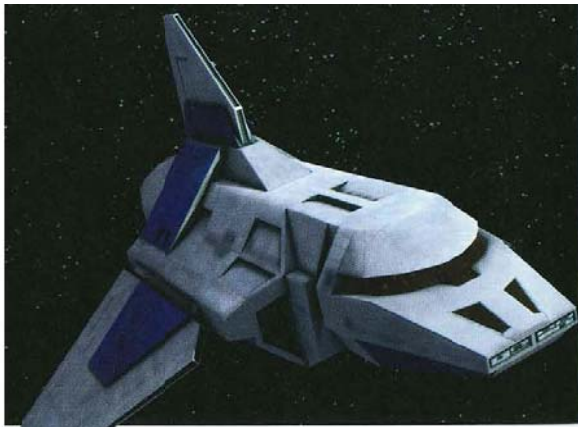*Fire Arc:* Front
Skill: Starship gunnery
Fire Control: 3D
Space Range: 1-2/4/7
Atmosphere Range: 50-150/350/700
Damage: 4D

Ministry Orbital Shuttle

Craft: Zentine Dynamics *Ministry*-class Orbital Shuttle
Affiliation: Old Republic / General
Era: Old Republic
Source: Knights of the Old Republic Campaign Guide (page 182)
Type: Orbital shuttle
Scale: Starfighter
Length: 20 meters
Skill: Space transports: Ministry Shuttle
Crew: 2
Passengers: 36
Cargo Capacity: 1,500 kilograms
Consumables: 1 week
Cost: 160,000 (new), 80,000 (used)
Maneuverability: 1D+2
Space: 3
Atmosphere: 260; 750 kmh
Hull: 3D+2
Shields: 2D
Sensors:
Passive: 15/1D
Scan: 40/2D
Weapons:
Double Laser Cannon
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 3D
Space Range: 1-2/4/7
Atmosphere Range: 50-150/350/700
Damage: 5D

G-Type Light Shuttle

Craft: Hoersch-Kessel Drive G-Type Light Shuttle
Affiliation: General
Era: Old Republic
Source: Knights of the Old Republic Campaign Guide (page 98)
Type: Light shuttle
Scale: Starfighter
Length: 23 meters
Skill: Space transports: G-Type shuttle
Crew: 1
Passengers: 3
Cargo Capacity: 10 metric tons
Consumables: 1 week
Cost: 200,000 (new), 95,000 (used)
Maneuverability: 2D
Space: 6
Atmosphere: 330; 950 kmh
Hull: 3D+1
Shields: 2D
Sensors:
Passive: 15/1D
Scan: 30/2D
Weapons:
Double Laser Cannon
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D+2
Space Range: 1-2/3/5
Atmosphere Range: 50-100/250/500
Damage: 5D
Game Note: Pilot assistance system grants a +1D *space transports* bonus to characters that don't have that skill.

G-Type Escape Shuttle
Craft: Modified Hoersch-Kessel Drive G-Type Light Shuttle
Affiliation: General
Era: Old Republic
Source: Knights of the Old Republic Campaign Guide (pages 98-99)
Type: Escape shuttle
Scale: Starfighter
Length: 23 meters
Skill: Space transports: G-Type shuttle
Crew: 1

Passengers: None
Cargo Capacity: 2 metric tons
Consumables: 4 months
Cost: 230,000 (new), 105,000 (used)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x10
Nav Computer: Yes
Maneuverability: 2D
Space: 6
Atmosphere: 330; 950 kmh
Hull: 3D+1
Shields: 3D+1
Sensors:
Passive: 15/1D
Scan: 30/2D
Weapons:
Double Laser Cannon
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D+2
Space Range: 1-2/3/5
Atmosphere Range: 50-100/250/500
Damage: 5D
Game Note: Pilot assistance system grants a +1D *space transports* bonus to characters that don't have that skill.

Herald Shuttle

Craft: Star Forge Manufacture *Herald*-class Shuttle
Affiliation: Sith
Era: Old Republic
Source: Knights of the Old Republic Campaign Guide (page 164)
Type: Multipurpose shuttle
Scale: Starfighter
Length: 28 meters
Skill: Space transports: Herald Shuttle
Crew: 2
Passengers: 5 (10 on shuttle-only model)
Cargo Capacity: 70 metric tons (15 tons on shuttle-only model)
Consumables: 1 month
Cost: Not available for sale (estimated 120,000 credits; 222,500 for shuttle-only model)
Hyperdrive Multiplier: x2
Nav Computer: No
Maneuverability: +2
Space: 3
Atmosphere: 210; 600 kmh
Hull: 4D+1
Shields: 1D+1
Sensors:
Passive: 15/1D+1
Scan: 40/2D+2
Weapons:

Light Turbolaser Cannons
Fire Arc: Front
Scale: Capital
Skill: Capital ship gunnery
Fire Control: 2D+1
Space Range: 1-5/10/17
Atmosphere Range: 100-500/1/1.7 km
Damage: 3D
Double Laser Cannon
Fire Arc: Turret
Skill: Starship gunnery
Fire Control: 3D
Space Range: 1-2/4/7
Atmosphere Range: 50-150/350/700
Damage: 4D

Lethisk Armed Freighter

Craft: Arakyd Industries *Lethisk*-class Armed Freighter
Affiliation: General
Era: Old Republic
Source: Knights of the Old Republic Campaign Guide (page 99)
Type: Armed freighter
Scale: Starfighter
Length: 34 meters
Skill: Space transports: Lethisk Armed Freighter
Crew: 3, gunners: 1
Passengers: 8
Cargo Capacity: 60 metric tons
Consumables: 2 months
Cost: 470,000 (new), 225,000 (used)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x12
Nav Computer: Yes
Maneuverability: +2
Space: 5
Atmosphere: 310; 900 kmh
Hull: 5D
Shields: 2D
Sensors:
Passive: 15/1D
Scan: 30/1D+2
Weapons:
Double Laser Cannon
Crew: 1
Fire Arc: Turret
Skill: Starship gunnery
Fire Control: 2D+2
Space Range: 1-2/10/20

Atmosphere Range: 50-100/250/400
Damage: 6D
Light Concussion Missile Launcher (12 missiles)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1/2/5
Atmosphere Range: 25-70/100/150
Damage: 8D

Shaadlar Troopship

Craft: Modified Basilisk *Shaadlar*-type Troopship
Affiliation: Mandalorians
Era: Old Republic
Source: Knights of the Old Republic Campaign Guide (pages 204-205)
Type: Invasion ship
Scale: Capital
Length: 130 meters
Skill: Space transports: *Shaadlar* Troopship
Crew: 30, gunners: 26
Passengers: 800
Cargo Capacity: 2,500 tons
Consumables: 1 year
Cost: 3 million (new), 1.2 million (used)
Hyperdrive Multiplier: x2
Nav Computer: Yes
Maneuverability: 1D+1
Space: 4
Atmosphere: 280; 800 kmh
Hull: 2D+2
Shields: 2D+2
Sensors:
Passive: 25/1D
Scan: 50/2D
Weapons:
2 Medium Turbolaser Cannons
Fire Arc: Front
Crew: 5
Skill: capital ship gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 5D
2 Ion Cannons
Fire Arc: 1 left, 1 right
Crew: 3
Scale: Starfighter
Skill: Starship gunnery
Fire Control: 2D+2

Space Range: 1-3/7/36
Atmosphere Range: 100-300/700/3.6 km
Damage: 5D
2 Concussion Missile Launchers (16 missiles each)
Fire Arc: Front
Crew: 5
Scale: Starfighter
Skill: Starship gunnery
Fire Control: 3D
Space Range: 1/3/7
Atmosphere Range: 100/300/700
Damage: 7D

Teroch Gunship

Craft: *Teroch*-type Fast Attack Gunship
Affiliation: Mandalorians
Era: Old Republic
Source: Knights of the Old Republic Campaign Guide (page 205)
Type: Fast attack gunship
Scale: Starfighter
Length: 18 meters
Skill: Space transports: *Teroch* gunship
Crew: 8, gunners: 1, skeleton: 3/+10
Passengers: 6
Cargo Capacity: 8 metric tons
Consumables: 3 weeks
Cost: 400,000 (new), 200,000 (used)
Hyperdrive Multiplier: x2
Nav Computer: Yes
Space: 7
Atmosphere: 350; 1,000 kmh
Hull: 3D+2
Shields: 1D+2
Sensors:
Passive: 20/1D
Scan: 30/2D
Weapons:
Double Laser Cannon
Fire Arc: Turret
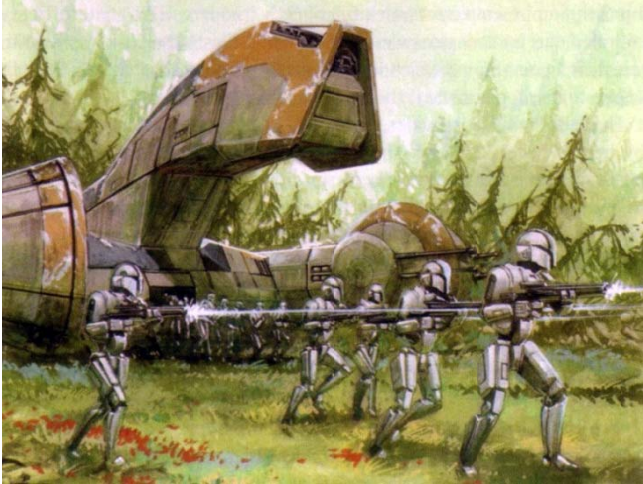*Crew:* 1
Skill: Starship gunnery
Fire Control: 2D+1
Space Range: 1-3/10/18
Atmosphere Range: 50-100/200/300
Damage: 6D

KT-400 Military Droid Carrier

Craft: Republic Fleet Systems KT-400 Military Droid Carrier
Affiliation: Old Republic
Era: Old Republic
Source: Knights of the Old Republic Campaign Guide (page 183)
Type: Droid carrier
Scale: Starfighter
Length: 24 meters
Skill: Space transports: KT-400
Crew: 8, gunners: 1, skeleton: 4/+10
Passengers: 400 bipedal droids
Cargo Capacity: 40 metric tons
Consumables: 2 week
Cost: 280,000 (new), 150,000 (used)
Space: 4
Atmosphere: 280; 800 kmh
Hull: 4D+1
Shields: 2D
Sensors:
Passive: 15/1D
Scan: 30/1D+2
Weapons:
Doube Medium Laser Cannons
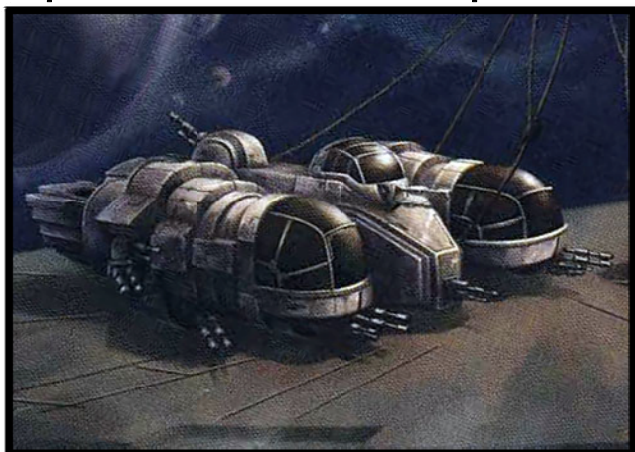*Fire Arc:* Turret
Crew: 1
Skill: Starship gunnery
Fire Control: 1D
Space Range: 1-2/7/12
Atmosphere Range: 50-100/200/300
Damage: 6D

Duplex Command Assault Gunship

Craft: Pelagia Duplex Command Assault Gunship
Affiliation: Tapani / General
Era: Old Republic
Source: Knights of the Old Republic Campaign Guide (page 100)
Type: Assault gunship
Scale: Starfighter
Length: 30 meters
Skill: Space transports: Duplex
Crew: 5, gunners: 2, skeleton: 2/+5
Passengers: 6
Cargo Capacity: 10 metric tons
Consumables: 1 week
Cost: 525,000 (new), 310,000 (used)
Space: 4
Atmosphere: 295; 850 kmh
Hull: 4D+1
Shields: 1D+1
Sensors:
Passive: 20/1D
Scan: 35/2D
Weapons:
2 Heavy Laser Cannons
Fire Arc: Turret
Crew: 1
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/10/18
Atmosphere Range: 50-100/200/300
Damage: 6D
2 Laser Cannons
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D+2
Space Range: 1-3/10/18
Atmosphere Range: 50-100/200/300
Damage: 4D
Game Notes: Built-in weapon mounts and power supply conduits make it easier to install new weapons systems and upgrade existing ones, granting a +2D bonus to *starship weapon repair* rolls in such cases.

Quartermaster Supply Carrier

Craft: Corellia Stardrive *Quartermaster*-class Supply Carrier
Affiliation: General
Era: Old Republic
Source: Knights of the Old Republic Campaign Guide (page 100)
Type: Supply carrier
Scale: Starfighter
Length: 45 meters
Skill: Space transports: Quartermaster
Crew: 2
Passengers: 10
Cargo Capacity: 120 metric tons
Consumables: 6 months
Cost: 300,000 (new), 110,000 (used)
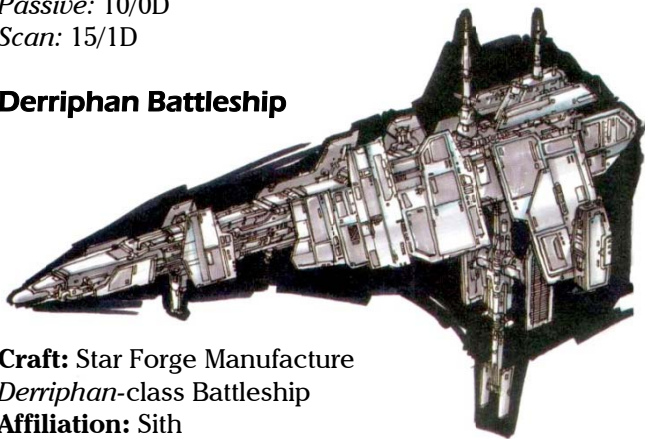**Hyperdrive Multiplier:** x3
Hyperdrive Backup: x12
Nav Computer: Yes
Maneuverability: 0D

Space: 1
Atmosphere: 125; 350 kmh
Hull: 6D+2
Shields: 3D
Sensors:
Passive: 10/0D
Scan: 15/1D

Derriphan Battleship

Craft: Star Forge Manufacture *Derriphan*-class Battleship
Affiliation: Sith
Era: Old Republic
Source: The Dark Side Sourcebook (page 63), Knights of the Old Republic Campaign Guide (page 163)
Type: Battle cruiser
Scale: Capital
Length: 215 meters
Skill: Capital ship piloting: Sith battleship
Crew: 25
Crew Skill: 6D in relevant skills
Passengers: 850
Cargo Capacity: 5,000 metric tons
Consumables: 1 year
Cost: Not available for sale
Hyperdrive Multiplier: x4
Hyperdrive Backup: x12
Nav Computer: Yes
Maneuverability: 0D
Space: 4
Hull: 3D
Sensors:
Passive: 25/1D
Scan: 50/2D
Weapons:
6 Blaster Cannons
Fire Arc: 3 left, 3 right
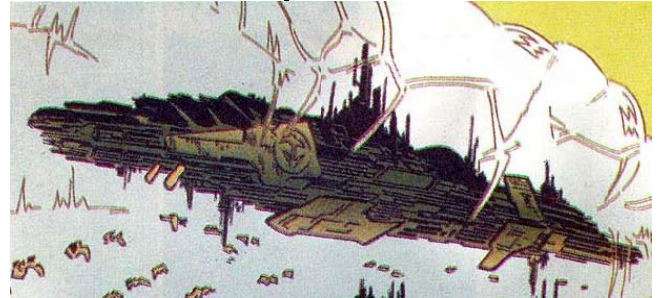*Scale:* Starfighter

Skill: Starship gunnery
Fire Control: 1D+2
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 4D
3 Concussion Missile Launchers
Fire Arc: Front
Skill: Missile weapons: concussion missiles
Fire Control: 0D+2
Space Range: 1/3/7
Atmosphere Range: 50-500/1/5 km
Damage: 8D
Carried Craft: 6 starfighters, 2 shuttles

Krath Command Ship

Craft: Koros Spaceworks *Supremacy*-class Attack Ship
Affiliation: General / Krath
Era: Old Republic
Source: Knights of the Old Republic Campaign Guide (page 121)
Type: Attack cruiser
Scale: Capital
Length: 550
Skill: Capital ship piloting
Crew: 1,800, gunners: 156
Passengers: 3,000 (troops)
Cargo Capacity: 6,000 metric tons
Consumables: 2 years
Cost: Not available for sale (estimated 16 million)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x8
Nav Computer: Yes
Maneuverability: +2
Space: 3
Hull: 5D
Shields: 2D+1
Sensors:
Passive: 25/1D
Scan: 45/2D
Weapons:
9 Light Double Turbolasers
Fire Arc: 3 front, 3 left, 3 right
Crew: 6
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 3-10/20/40
Damage: 4D
9 Heavy Ion Cannons
Fire Arc: 3 front, 3 left, 3 right
Crew: 6
Skill: Capital ship gunnery
Fire Control: 2D+2
Space Range: 3-10/20/40

Damage: 3D
15 Medium Laser Cannons
Fire Arc: 4 front, 4 left, 4 right, 3 rear
Crew: 2
Scale: Starfighter
Skill: Starship gunnery
Fire Control: 3D
Space Range: 1-3/8/12
Damage: 4D
9 Tractor Beam Projectors
Fire Arc: 2 front, 3 left, 3 right, 1 rear
Crew: 2
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 1-3/10/15
Damage: 3D+2

Interdictor Warship

Craft: Star Forge Manufacture *Interdictor*-class Warship
Affiliation: Sith
Era: Old Republic
Source: Knights of the Old Republic Campaign Guide (page 161)
Type: Hyperdrive interdiction cruiser
Scale: Capital
Length: 600
Skill: Capital ship piloting
Crew: 5,224, gunners: 155
Passengers: 3,600 (troops)
Cargo Capacity: 11,000 metric tons
Consumables: 3 years
Cost: Not available for sale
Hyperdrive Multiplier: x2
Hyperdrive Backup: x9
Nav Computer: Yes
Maneuverability: 1D
Space: 5
Hull: 4D+1
Shields: 2D
Sensors:
Passive: 25/1D
Scan: 50/2D
Weapons:
15 Medium Turbolasers
Fire Arc: 5 front, 5 left, 5 right
Crew: 5
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 3-10/20/40
Damage: 4D
18 Light Laser Cannons

Fire Arc: 4 front, 5 left, 5 right, 4 rear
Crew: 3
Scale: Starfighter
Skill: Starship gunnery
Fire Control: 3D
Space Range: 1-3/8/12
Damage: 3D
6 Tractor Beam Projectors
Fire Arc: 1 front, 2 left, 2 right, 1 rear
Crew: 3
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 1-3/10/15
Damage: 3D+2
4 Gravity Well Projectors
Fire Arc: Turret
Crew: 2
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 1-3/30/60
Damage: Blocks hyperspace travel
Carried Craft: 48 Sith Interceptors, various support craft

Jehavey'ir Assault Ship

Craft: *Jehavey'ir*-type Assault Ship
Affiliation: Mandalorians
Era: Old Republic
Source: Knights of the Old Republic Campaign Guide (pages 205-206)
Type: Ambush frigate
Scale: Capital
Length: 155 meters
Skill: Capital ship piloting: Jehavey'ir Assault Ship
Crew: 200, gunners: 50, skeleton: 90/+10
Passengers: 500
Cargo Capacity: 3,500 metric tons
Consumables: 6 months
Cost: 10 million (new), 3 million (used)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x12
Nav Computer: Yes
Space: 5
Maneuverability: 2D
Hull: 3D
**Shields:** 1D+2
Sensors:
Passive: 20/1D
Scan: 40/2D

Weapons:
4 Double Turbolaser Cannons
Fire Arc: 2 front, 1 left, 1 right
Crew: 5
Skill: Capital ship gunnery
Fire Control: 2D+2
Space Range: 1-10/20/40
Atmosphere Range: 3-15/40/80 km
Damage: 6D
4 Heavy Ion Cannons
Fire Arc: 2 front, 1 left, 1 right
Crew: 3
Skill: Capital ship gunnery
Fire Control: 3D
Space Range: 1-10/20/40
Atmosphere Range: 3-15/40/80 km
Damage: 4D
3 Super-heavy Concussion Missile Launchers (12 missiles each)
Fire Arc: Front
Crew: 6
Skill: Capital ship gunnery
Fire Control: 2D+1
Space Range: 1-5/15/30
Atmosphere Range: 2-10/30/60 km
Damage: 11D

Kyramud Battleship

Craft: *Kyramud*-type Battleship
Affiliation: Mandalorians
Era: Old Republic
Source: Knights of the Old Republic Campaign Guide (page 206)
Type: Battleship
Scale: Capital
Length: 752 meters
Skill: Capital ship piloting: *Kyramud* Battleship
Crew: 1,200, gunners: 143
Passengers: 2,000
Cargo Capacity: 8,000 metric tons
Consumables: 1 year
Cost: 40 million (new), 22 million (used)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x15
Nav Computer: Yes

Space: 4
Maneuverability: 1D+1
Hull: 4D
Shields: 1D+2
Sensors:
Passive: 25/1D
Scan: 50/2D
Weapons:
12 Medium Ion Cannons
Fire Arc: 3 front, 3 left, 3 right, 3 back
Crew: 3
Scale: Starfighter
Skill: Starship gunnery
Fire Control: 3D
Space Range: 2-5/10/15
Atmosphere Range: 200-500/1/1.5 km
Damage: 4D
15 Double Medium Turbolaser Cannons
Fire Arc: 5 front, 4 left, 4 right, 2 back
Crew: 5
Skill: Capital ship gunnery
Fire Control: 2D+2
Space Range: 1-10/20/40
Atmosphere Range: 3-15/40/80 km
Damage: 6D
4 Heavy Concussion Missile Launchers (20 missiles each)
Fire Arc: 2 front, 1 left, 1 right
Crew: 5
Skill: Capital ship gunnery
Fire Control: 2D+1
Space Range: 1-5/15/30
Atmosphere Range: 2-10/30/60 km
Damage: 9D
4 Tractor Beam Projectors
Fire Arc: 1 front, 1 left, 1 right, 1 back
Crew: 3
Skill: Capital ship gunnery
Fire Control: 3D
Space Range: 1-5/15/30
Atmosphere Range: 2-10/30/60 km
Damage: 4D

Kandosii Dreadnaught
Craft: *Kandosii*-type Dreadnaught
Affiliation: Mandalorians
Era: Old Republic
Source: Knights of the Old Republic Campaign Guide (pages 206-207)
Type: Dreadnaught
Scale: Capital
Length: 1,360 meters
Skill: Capital ship piloting: *Kandosii* Dreadnaught
Crew: 10,000, gunners: 264
Passengers: 30,000 (troops)
Cargo Capacity: 45,000 metric tons
Consumables: 5 years
Cost: 200 million (new), 120 million (used)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x9
Nav Computer: Yes
Space: 3
Maneuverability: 1D

Hull: 7D
Shields: 2D+1
Sensors:
Passive: 30/2D
Scan: 70/3D
Weapons:
20 Double Medium Turbolaser Cannons
Fire Arc: 2 front, 8 left, 8 right, 2 back
Crew: 6
Skill: Capital ship gunnery
Fire Control: 3D
Space Range: 1-10/20/40
Atmosphere Range: 3-15/40/80 km
Damage: 6D
10 Triple Laser Cannons
Fire Arc: 2 front, 4 left, 4 right
Crew: 6
Scale: Starfighter
Skill: Starship gunnery
Fire Control: 3D+2
Space Range: 2-5/10/15
Atmosphere Range: 200-500/1/1.5 km
Damage: 6D
10 Super-heavy Concussion Missile Launchers (12 missiles each)
Fire Arc: 3 front, 3 left, 3 right, 1 back
Crew: 6
Skill: Capital ship gunnery
Fire Control: 2D+1
Space Range: 1-5/15/30
Atmosphere Range: 2-10/30/60 km
Damage: 11D
8 Tractor Beam Projectors
Fire Arc: 1 front, 3 left, 3 right, 1 back
Crew: 3
Skill: Capital ship gunnery
Fire Control: 3D
Space Range: 1-5/15/30
Atmosphere Range: 2-10/30/60 km
Damage: 4D

Foray Blockade Runner

Craft: Republic Fleet Systems *Foray*-class Blockade Runner
Affiliation: Old Republic
Era: Old Republic
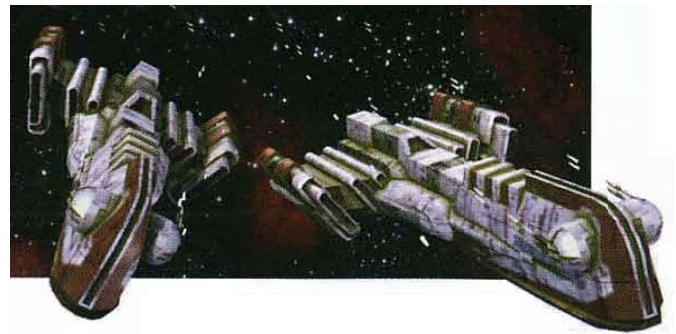
Source: Knights of the Old Republic Campaign Guide (page 183)
Type: Versatile frigate
Scale: Capital
Length: 155 meters
Skill: Capital ship piloting: Foray Blockade Runner
Crew: 100, gunners: 10, skeleton: 40/+5
Passengers: 300
Cargo Capacity: 2,800 metric tons
Consumables: 9 months
Cost: Not available for sale (estimated 3 million)
Hyperdrive Multiplier: x2
Nav Computer: Yes
Space: 6
Maneuverability: 2D
Hull: 2D+1
Shields: 1D+2
Sensors:
Passive: 20/1D
Scan: 40/1D+2
Weapons:
2 Twin Medium Turbolaser Cannons
Fire Arc: 1 left, 1 right
Crew: 5
Skill: Capital ship gunnery
Fire Control: 3D
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150 km
Damage: 5D

Praetorian Frigate

Craft: Rendili Hyperworks *Praetorian*-class Frigate
Affiliation: General
Era: Old Republic
Source: Knights of the Old Republic Campaign Guide (page 101)
Type: Escort frigate
Scale: Capital
Length: 180 meters

Skill: Capital ship piloting: Praetorian Frigate
Crew: 1,470, gunners: 94
Crew Skill: All skills 3D+2
Passengers: 2,700
Cargo Capacity: 10,000 metric tons
Consumables: 2 years
Cost: 12 million (new), 6 million (used)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x12
Nav Computer: Yes
Space: 5
Atmosphere: 295; 850 kmh
Maneuverability: 0D
Hull: 3D
Shields: 2D
Sensors:
Passive: 40/1D
Scan: 60/2D
Weapons:
10 Light Turbolaser Cannons
Fire Arc: 2 front, 3 left, 3 right, 2 back
Crew: 4
Skill: Capital ship gunnery
Fire Control: 3D
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150 km
Damage: 2D
10 Laser Cannons
Fire Arc: 2 front, 3 left, 3 right, 2 back
Crew: 3
Scale: Starfighter
Skill: Starship gunnery
Fire Control: 3D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 4D
8 Tractor Beam Projectors
Fire Arc: 1 front, 3 left, 3 right, 1 back
Crew: 3
Skill: Capital ship gunnery
Fire Control: 2D+2
Space Range: 1-5/15/30
Atmosphere Range: 2-10/30/60 km
Damage: 4D
Carried Craft: 12 starfighters, 6 shuttles

Hammerhead Cruiser

Craft: Rendili Hyperworks *Hammerhead*-class Cruiser
Affiliation: Old Republic
Era: Old Republic
Source: Knights of the Old Republic Campaign Guide (page 184)
Type: Battle frigate
Scale: Capital
Length: 315 meters
Skill: Capital ship piloting: Hammerhead Frigate
Crew: 300, gunners: 224
Crew Skill: All skills 4D
Passengers: 400
Cargo Capacity: 4,000 metric tons
Consumables: 8 months
Cost: Not available for sale (estimated 10 million)

Hyperdrive Multiplier: x2
Nav Computer: Yes
Space: 6
Atmosphere: 330; 950 kmh
Maneuverability: 1D
Hull: 3D+1
Shields: 2D+2
Sensors:
Passive: 30/0D
Scan: 50/1D
Weapons:
20 Light Turbolaser Cannons
Fire Arc: 5 front, 5 left, 5 right, 5 back
Crew: 5
Skill: Capital ship gunnery
Fire Control: 1D+2
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150 km
Damage: 4D
10 Medium Turbolaser Cannons
Fire Arc: 5 front, 2 left, 2 right, 1 back
Crew: 5
Skill: Capital ship gunnery
Fire Control: 1D
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150 km
Damage: 5D
10 Laser Cannons
Fire Arc: 4 front, 2 left, 2 right, 2 back
Crew: 5
Scale: Starfighter
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 3D
8 Tractor Beam Projectors
Fire Arc: 1 front, 3 left, 3 right, 1 back
Crew: 3
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 1-5/15/30
Atmosphere Range: 2-10/30/60 km
Damage: 4D
Carried Craft: 12 Aurek tactical strikefighters, 2 *Ministry*-class orbital shuttles, various support craft

Inexpugnable Tactical Command Vessel

Craft: Rendili Hyperworks *Inexpugnable*-class Tactical Command Vessel
Affiliation: Old Republic
Era: Old Republic
Source: Knights of the Old Republic Campaign Guide (pages 184-185)
Type: Coordination warship
Scale: Capital
Length: 3,100 meters diameter
Skill: Capital ship piloting: Inexpugnable Vessel
Crew: 4,300, gunners: 299
Crew Skill: All skills 3D
Passengers: 2,000
Cargo Capacity: 50,000 metric tons
Consumables: 2 years
Cost: Not available for sale (estimated 70 million)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x10
Nav Computer: Yes
Space: 3
Maneuverability: +2
Hull: 6D+2
Shields: 3D
Sensors:
Passive: 40/1D
Scan: 75/2D
Weapons:
20 Double Turbolaser Cannons
Fire Arc: 5 front, 5 left, 5 right, 5 back
Crew: 5
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150 km
Damage: 6D
25 Light Turbolaser Cannons
Fire Arc: 7 front, 6 left, 6 right, 6 back
Crew: 5
Skill: Capital ship gunnery
Fire Control: 3D
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150 km
Damage: 3D
10 Light Laser Cannons
Fire Arc: 2 front, 3 left, 3 right, 2 back
Crew: 5
Scale: Starfighter
Skill: Starship gunnery
Fire Control: 3D+1

Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 3D
8 Tractor Beam Projectors
Fire Arc: 1 front, 3 left, 3 right, 1 back
Crew: 3
Skill: Capital ship gunnery
Fire Control: 3D
Space Range: 1-5/15/30
Atmosphere Range: 2-10/30/60 km
Damage: 4D
Carried Craft: 144 Aurek tactical strikefighters, 24 *Chela*-class starfighters, 24 *Conductor*-class short-haul landing craft, 6 *Ministry*-class orbital shuttles, various support craft
Note: The Inexpugnable improves the fire control of all capital ships within a 5 Space units radius by +1D with a successful Moderate *sensors* check.

Centurion Battlecruiser

Craft: Star Forge Manufacture *Centurion*-class Battlecruiser
Affiliation: Old Republic
Era: Old Republic / Sith
Source: Knights of the Old Republic Campaign Guide (pages 162-163)
Type: Battlecruiser
Scale: Capital
Length: 1,200 meters
Skill: Capital ship piloting: Centurion Battlecruiser
Crew: 31,452, gunners: 297
Crew Skill: All skills 3D
Passengers: 7,400 (troops)
Cargo Capacity: 32,000 metric tons
Consumables: 5 years
Cost: Not available for sale
Hyperdrive Multiplier: x2
Hyperdrive Backup: x8
Nav Computer: Yes
Space: 5
Maneuverability: 1D+2
Hull: 6D+1
Shields: 2D+2
Sensors:
Passive: 40/1D+1
Scan: 75/2D+2
Weapons:

18 Medium Turbolaser Cannons
Fire Arc: 5 front, 5 left, 5 right, 3 back
Crew: 6
Skill: Capital ship gunnery
Fire Control: 2D+1
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150 km
Damage: 5D
18 Heavy Ion Cannons
Fire Arc: 5 front, 5 left, 5 right, 3 back
Crew: 6
Skill: Capital ship gunnery
Fire Control: 3D
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150 km
Damage: 3D
18 Light Laser Cannons
Fire Arc: 4 front, 6 left, 6 right, 2 back
Crew: 3
Scale: Starfighter
Skill: Starship gunnery
Fire Control: 3D+2
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 3D
9 Tractor Beam Projectors
Fire Arc: 2 front, 3 left, 3 right, 1 back
Crew: 3
Skill: Capital ship gunnery
Fire Control: 3D
Space Range: 1-5/15/30
Atmosphere Range: 2-10/30/60 km
Damage: 4D
Carried Craft: 96 Sith Interceptors, various support vehicles

Arkanian Legacy
Craft: The Adasca BioMechanical Corporation of Arkania Custom Spaceship
Affiliation: Adascorp
Era: Old Republic
Source: Wizards Website
Type: Corporate headquarters ship
Scale: Capital
Length: "Massive"
Skill: Capital ship piloting
Crew: 5,000, gunners: 192

Passengers: 104,079
Cargo Capacity: 10,000 metric tons
Consumables: 2 years
Cost: Not for sale
Hyperdrive Multiplier: x2
Hyperdrive Backup: x8
Nav Computer: Yes
Maneuverability: 1D
Space: 3
Hull: 5D
Shields: 2D
Sensors:
Passive: 10/0D
Scan: 25/1D
Weapons:
12 Light Turbolaser Cannons
Fire Arc: 3 front, 3 left, 3 right, 3 back
Crew: 4
Fire Control: 3D
Space Range: 1-5/10/17
Atmosphere Range: 100-500/1/1.7 km
Damage: 3D
36 Medium Turbolaser Cannons
Fire Arc: 6 front, 12 left, 12 right, 6 back
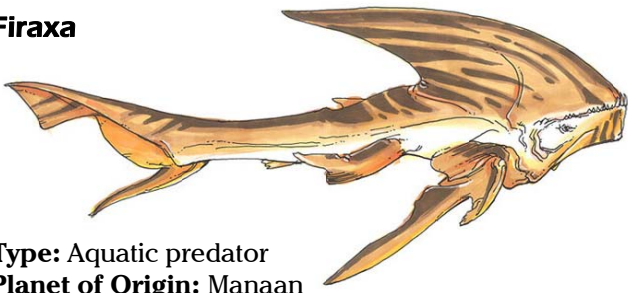*Crew:* 4
Fire Control: 3D
Space Range: 1-5/10/17
Atmosphere Range: 100-500/1/1.7 km
Damage: 5D
Carried Craft: 24 starfighters, 9 shuttles, various research and transport craft

Creatures

Firaxa

Type: Aquatic predator
Planet of Origin: Manaan
DEXTERITY 3D
PERCEPTION 4D
Search 6D+1
STRENGTH 8D
Special Abilities:
Blood in Water: Firaxa deal +1D damage against targets that have taken damage since the start of the firaxa's last turn.
Scent: Firaxa ignore concealment and cover when making *search* rolls to notice opponents within 40 meters, and they take no penalty from poor visibility when *tracking*.
Sonic Vulnerability: Weapons that deal sonic damage deal +1D against a firaxa.
Low-Light Vision: Firaxa can see twice as far as a human in dim light.
Bite: Does STR+1D damage.
Move: 15 (swimming)
Size: 10-20 meters
Source: Wizards Website

Gizka

Type: Reptilian vermin
DEXTERITY 3D
PERCEPTION 3D+1
Search 5D, sneak 5D
STRENGTH 1D
Brawling: grappling 3D, digging 4D
Special Abilities:
Gnaw: Gizka gain +1D damage when biting objects.
Move: 6-8
Size: 0.3 meters tall
Source: Wizards Website

Horned Kath Hound

Type: Plains predator
Planet of Origin: Dantooine
DEXTERITY 2D
PERCEPTION 2D
Search 4D, tracking 5D
STRENGTH 4D+1
Jumping 7D
Special Abilities:
Claws: Do STR+2 damage.
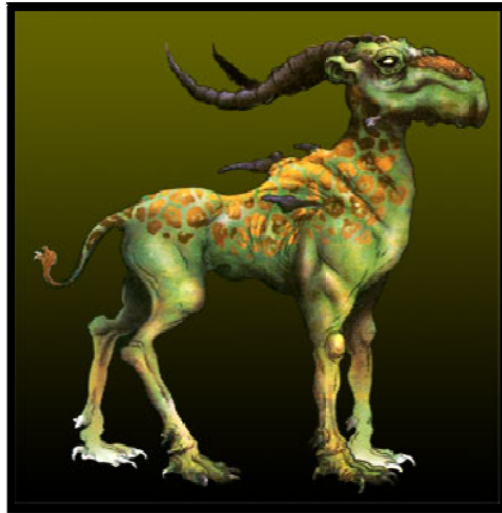*Horns:* Do STR+1D damage.
Head-Butt: Head-butting adds +2 to *brawling* and does STR+1D+2 damage (including horns).
Move: 10
Size: 1 meter tall
Source: Wizards Website

Iriaz

Type: Herd herbivore
Planet of Origin: Dantooine
DEXTERITY 4D
Running 5D
PERCEPTION 3D+2
Search 6D+1
STRENGTH 3D
Jumping 6D
Special Abilities:
Horns: Do STR+1D damage.
Sprint: Once per encounter, as a free action an iriaz can double its Move for 1 round.
Move: 13
Size: About 1.6 meters tall
Source: Wizards Website

Kath Hound

Type: Plains predator
Planet of Origin: Dantooine
DEXTERITY 2D
PERCEPTION 2D
Search 4D, tracking 5D
STRENGTH 3D+1
Jumping 6D
Special Abilities:
Claws: Do STR+1 damage.
Bite: Does STR+2 damage.
Head-Butt: Head-butting adds +2 to *brawling* and does STR+2 damage.
Move: 10
Size: 1 meter tall
Source: Knights of the Old Republic Campaign Guide (page 223)

Mykal

Type: Aerial predator
Planet of Origin: Kashyyyk
DEXTERITY 4D
PERCEPTION 2D+1
STRENGTH 3D+1
Special Abilities:
Bite: Does STR+2 damage.
Move: 14 (flying)
Size: 5-6 meters wingspan
Source: Wizards Website

Rakghoul

Type: Infected predator
Planet of Origin: Taris
DEXTERITY 4D
PERCEPTION 2D
Search 4D+1
STRENGTH 4D
Climbing/jumping 6D+2
Special Abilities:

Rakghoul Disease: A Human bitten by a rakghoul must succeed at a Very Difficult *stamina* roll or contract rakghoul disease. If a Human contracts the disease, he or she must make a Very Difficult *stamina* roll every hour or suffer -1 penalty to *Strength*. This disease cannot be healed normally. The damage can be healed only by application of a serum or other agent specifically designed to combat rakghoul disease. When a target infected with the disease is reduced to *Strength* of 0, it dies and immediately becomes a rakghoul, powerful characters become rakghoul fiends.
Exceptional Reflexes: Gain a +1D bonus to all *Perception* rolls made to determine initiative.
Move: 10
Size: Varies widely
Source: Wizards Website, Knights of the Old Republic Campaign Guide (page 223)

Viper Kinrath

Type: Insectile predator
Planet of Origin: Kashyyyk and Dantooine
DEXTERITY 4D
PERCEPTION 3D
Search 5D
STRENGTH 5D
Special Abilities:
Blind: Kinrath are blind and locate prey through a combination of

heat sensing and smell, thus they suffers no penalties related to poor visibility.
Stinger: The viper kinrath's stinger deals STR+1 damage, plus poison.
Poison: If a viper kinrath deals damage with its sting attack, the target is also poisoned. The target must make a Moderate *stamina* roll or suffer 2D+2 damage. The poison attacks each round until cured with a Moderate *first aid* roll.
Move: 10
Size: 2.2 meters tall
Source: Wizards Website

Droids

ET-47 Communications Droid

Type: Automata Galactica ET-47 Communications Droid
DEXTERITY 2D
KNOWLEDGE 2D+2
Languages 4D, planetary systems 3D+2
MECHANICAL 3D
Communication 6D, sensors 3D+2
PERCEPTION 2D
Command: droids 3D, persuasion 3D
STRENGTH 1D
TECHNICAL 3D
Computer programming/repair 6D
Equipped With:
-Walking locomotion
-2 hand appendages
-Translator unit (+2D to *languages*)
-Vocabulator
Move: 6
Size: 1.5 meters tall
Cost: 2,700 credits
Equipment: Comlink, datapad, portable computer.
Source: Knights of the Old Republic Campaign Guide (pages 80-81)

G0-T0 Infrastructure-Planning Droid

Type: Aratech G0-T0 Infrastructure-Planning Droid
DEXTERITY 3D
KNOWLEDGE 3D
Bureaucracy 5D, cultures 4D, scholar: planetary infrastructure management 7D, planetary systems 5D+2
MECHANICAL 3D
PERCEPTION 3D
Command 4D, persuasion 5D+2
STRENGTH 1D
TECHNICAL 3D
Computer programming/repair 6D
Equipped With:
-Repulsorlift engine
-2 tool appendages
-Electroshock probe (3D stun/ion damage)
-Holorecorder/projector
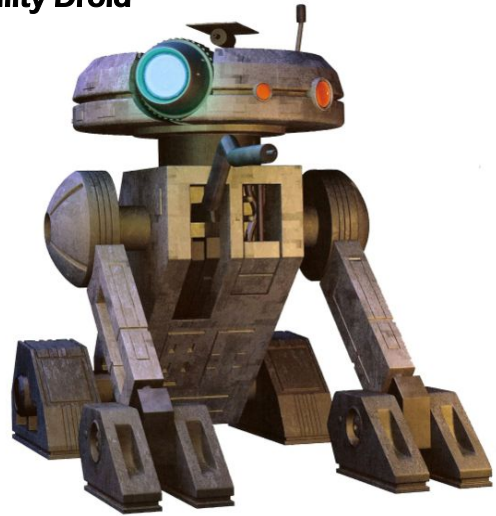-Improved sensor package (+2D to *search*)
-Integrated comlink

-Vocabulator
Move: 8 (flying)
Size: 0.3 meter diameter
Cost: 60,000 credits
Source: Knights of the Old Republic Campaign Guide (pages 81-82)

T3 Utility Droid

Type: Duwani Mechanical Products T3-series Utility Droid
DEXTERITY 2D+1
KNOWLEDGE 1D+2
MECHANICAL 2D+2
Astrogation 4D, space transports 4D
PERCEPTION 1D
STRENGTH 1D
TECHNICAL 2D+2
Computer programming/repair 4D+2, droid programming 3D, droid repair 3D, space transport repair 4D+2
Equipped With:
-Stun ray (4D stun damage)
-Electroshock probe (2D ion damage)
-Electric arc welder
-Fire extinguisher
-Video and auditory sensors (+2D to *search*, negates darkness penalties)
-Holorecorder/projector
-Internal storage space (2 Kg)
-5 tool appendages
-4 wheeled magnetic feet
Move: 8
Size: 1 meter tall
Cost: 3,500 credits
Source: Knights of the Old Republic Campaign Guide (page 216)

GE3 Protocol Droid

Type: Czerka Corporation GE3-series Protocol Droid
DEXTERITY 1D
KNOWLEDGE 2D+2
Alien species 5D, bureaucracy 6D, cultures 6D, languages 8D
MECHANICAL 1D
PERCEPTION 2D
Persuasion 4D+2
STRENGTH 1D

TECHNICAL 1D
Equipped With:
-Humanoid body (two arms, two legs, head)
-Audio recorder
-Vocabulator
-Basic processor
-Translator unit
Move: 8
Size: 1.7 meters tall
Cost: 2,500 (new)
Equipment: Comlink
Source: Knights of the Old Republic Campaign Guide (pages 82-83)

GG Hospitality Droid
Type: Adascorp GG-series Hospitality Droid
DEXTERITY 2D
KNOWLEDGE 2D
Bureaucracy 4D, cultures 4D
MECHANICAL 1D+2
Communications 3D+2
PERCEPTION 2D+2
Persuasion 6D
STRENGTH 1D
TECHNICAL 1D
Equipped With:
-Humanoid body (two arms, two legs, head)
-Vocabulator
-Basic processor
Move: 8
Size: 1.6 meters tall
Cost: 4,000 (new)
Equipment: Comlink
Source: Knights of the Old Republic Campaign Guide (pages 83-84)

Juggernaut War Droid
Type: Duwani Mechanical Products Juggernaut War Droid
DEXTERITY 3D+2
Blaster 4D, dodge 4D, pulse-wave rifle 4D+2, shatter beam 4D+1, sonic weapons 4D+1
KNOWLEDGE 2D
MECHANICAL 2D
Jet pack operation 4D
PERCEPTION 2D+2
Search 3D
STRENGTH 3D+2
Lifting 5D
TECHNICA L 1D
Equipped With:
-Humanoid body (two arms, two legs, head)
-2 tool mounts
-Vocabulator

-Durasteel plating (+1D to *Strength* to resist damage)
-Jet pack (also provides swim speed)
-Pulse-wave rifle (5D)
-Shatter beam (5D, deals double damage to objects)
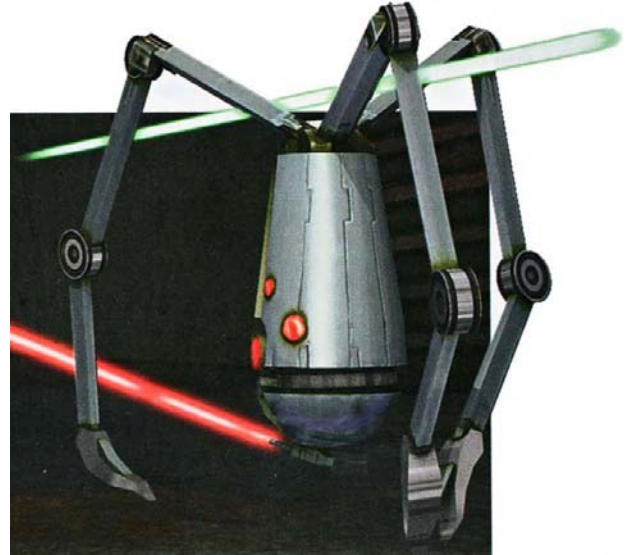-Heavy sonic pistol (4D)
Move: 10 (fly, walk or swim)
Size: 1.8 meters tall
Cost: 20,000 credits
Source: Knights of the Old Republic Campaign Guide (pages 85-86)

K-X12 Probe Droid

Type: MerenData K-X12 Probe Droid
DEXTERITY 3D
Blaster 4D, dodge 4D
KNOWLEDGE 2D
MECHANICAL 1D
PERCEPTION 2D+2
Search 6D, sneak 5D
STRENGTH 1D
Lifting 3D
TECHNICAL 2D
Computer programming/repair 4D
Equipped With:
-Repulsorlift unit
-3 claw appendages
-1 tool appendage
-Improved sensor package (+2D to *search* rolls)
-Self-destruct system
-Holorecorder
-Integrated blaster (4D)
Move: 8
Size: 1 meter tall
Cost: 6,000 credits
Source: Knights of the Old Republic Campaign Guide (page 86)

Patrol Droid Mark I
Type: Municipal Patrol Droid Mark I
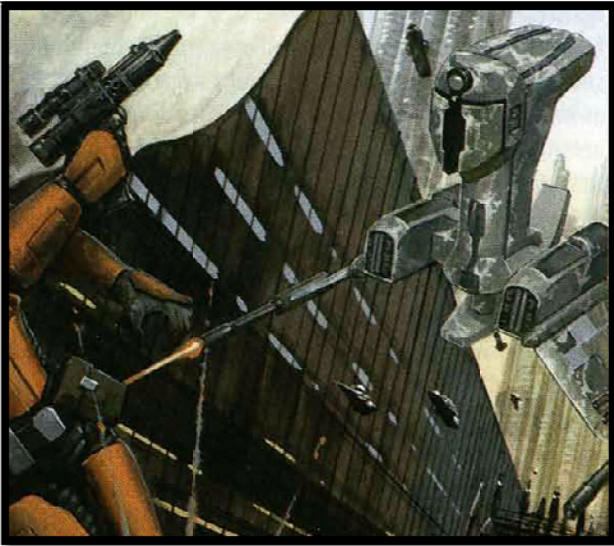**DEXTERITY 4D**
Blaster 4D+2, dodge 6D
KNOWLEDGE 2D
Law enforcement 3D
MECHANICAL 1D
PERCEPTION 2D+1
Search 5D

STRENGTH 1D
TECHNICAL 1D
Computer programming/repair 4D
Equipped With:
-Repulsorlift unit
-2 tool mounts
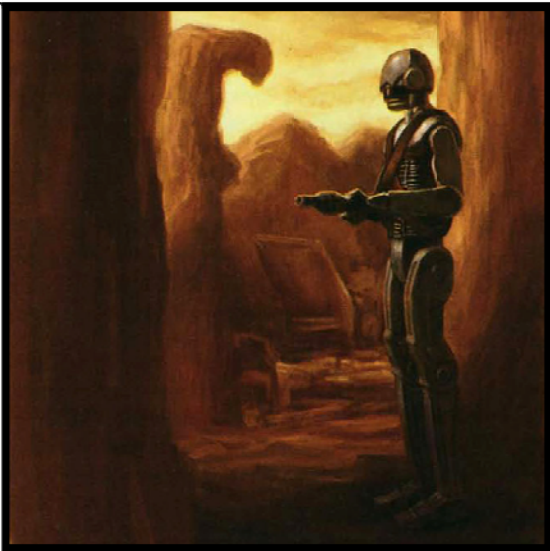-2 onboard blasters (4D)
Move: 10 (flying)
Size: 0.35 meters
Cost: 4,700 credits
Source: Knights of the Old Republic Campaign Guide (pages 86-87)

Devastator War Droid

 Type: Ubrikkian Steamworks Devastator War Droid
DEXTERITY 4D
Blaster 6D, dodge 5D+1
KNOWLEDGE 2D
MECHANICAL 1D
PERCEPTION 2D+1
Search 6D
STRENGTH 3D
Brawling 4D
TECHNICAL 1D
Security 2D+2
Equipped With:
-Humanoid body (two legs, two arms, head)
-Durasteel shell (+1D+2 to *Strength* to resist damage)

-Redundant systems (penalty per Wound is -2 instead of -1D)
-Internal comlink
-Vocabulator
Move: 10
Size: 1.75 meters
Cost: 12,000 credits
Equipment: Blaster rifle (5D)
Source: Knights of the Old Republic Campaign Guide (page 87)

Sentinel Droid

Type: Kellenech Technologies Sentinel Droid Mark I
DEXTERITY 3D+2
Blaster 4D, dodge 4D
KNOWLEDGE 1D+1
MECHANICAL 1D
PERCEPTION 2D
Search 3D
STRENGTH 3D+2
Brawling 4D
TECHNICAL 1D
Security 2D
Equipped With:
-Humanoid body
(two legs, two arms, head)
-Durasteel shell (+1D+1
to *Strength* to resist damage)
-Internal comlink
-Vocabulator
Move: 10
Size: 1.75 meters
Cost: 2,400 credits
Equipment: Blaster rifle (5D)
Source: Knights of the Old Republic Campaign Guide (pages 87-88)

S6 Security/Maintenance Droid

Type: MerenData *S6*-series Security/Maintenance Droid
DEXTERITY 5D
KNOWLEDGE 1D
MECHANICAL 1D
PERCEPTION 2D+1
Search 5D
STRENGTH 1D
TECHNICAL 2D
Computer programming/repair 4D, droid programming 4D, droid repair 4D
Equipped With:
-Repulsorlift unit
-2 tool appendages
-Improved sensor package (+2D to *search*)
-Internal comlink
Move: 16 (flying)
Size: 0.25 meters
Cost: 2,000 credits
Source: Knights of the Old Republic Campaign Guide (page 88)

T1 Bulk Loader Droid

Type: Kellenech Technologies T1-LB Bulk Loader Droid
DEXTERITY 2D
KNOWLEDGE 1D
MECHANICAL 1D
PERCEPTION 1D
STRENGTH 6D
Lifting 9D, stamina 10D
TECHNICAL 1D
Equipped With:
-2 legs
-2 heavy grasper arms
-Internal storage space (5 Kg)
-Duranium armor plating (+1D to *Strength* against physical damage)
Move: 13
Size: 2.6 meter tall
Cost: 6,000 credits
Source: Knights of the Old republic Campaign Guide (page 88)

R-8009 Utility Droid

Type: Serv-O-Droid R-8009 Utility Droid
DEXTERITY 1D
KNOWLEDGE 1D
MECHANICAL 1D
PERCEPTION 1D
Search 3D
STRENGTH 1D
Lifting 2D
TECHNICAL 1D
Computer programming/repair 2D, machinery repair 2D

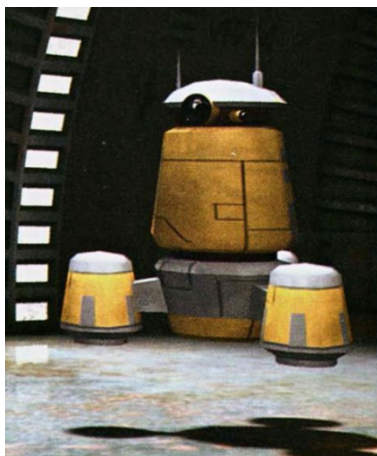**Equipped With:**
-Repulsorlift unit
-4 tool appendages
-Varying maintenance and cleaning equipment
Move: 8
Size: 0.9 meters tall
Cost: 800 credits
Source: Knights of the Old Republic Campaign Guide (page 89)

Mark I Assault Droid

Type: Czerka Corporation Mark I Assault Droid
DEXTERITY 3D
Blaster 4D, flame projectors 4D
KNOWLEDGE 2D
MECHANICAL 1D
PERCEPTION 1D+2
Search 5D
STRENGTH 3D
Brawling 3D+2
TECHNICAL 1D
Equipped With:
-Walking locomotion
-3 tool mounts
-2 claw appendages (STR+2 damage)
-Duranium plating (+1D to *Strength* to resist physical damage)
-Shield generator (+2D to *Strength* to resist energy damage)
-2 onboard blasters (5D)
-Built-in flamethrower (4D per round until put out)
Move: 7
Size: 1.85 meters tall
Cost: 14,910 credits
Source: Knights of the Old Republic Campaign Guide (page 165)

Mark IV Assault Droid

Type: Czerka Corporation Mark IV Assault Droid
DEXTERITY 2D
Blaster cannon 3D, dodge 3D
KNOWLEDGE 2D
MECHANICAL 1D
PERCEPTION 1D+1
Search 4D+1
STRENGTH 3D+2
TECHNICAL 1D
Equipped With:
-4 legs
-1 tool mount
-Duranium plating (+1D to *Strength* to resist physical damage)
-Shield generator (+1D+1 to *Strength* to resist energy damage)

-Double blaster cannon (7D, 2-meter blast radius)
Move: 9
Size: 0.7 meters tall
Cost: 16,270 credits
Source: Knights of the Old Republic Campaign Guide (page 165)

Krath War Droid
Type: The Krath War Droid
DEXTERITY 3D+2
Dodge 5D, melee combat 5D+2,
melee parry 5D+2, pulse-wave pistol 5D
KNOWLEDGE 1D
MECHANICAL 1D
PERCEPTION 1D
Search 3D
STRENGTH 5D
TECHNICAL 1D
Equipped With:
-Humanoid body (two arms,
two legs, head)
-Durasteel battle armor (+1D to
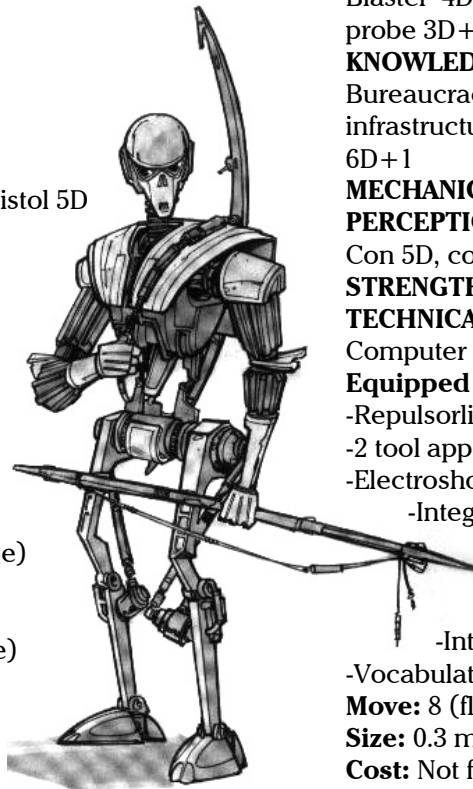*Strength* to resist physical damage)
Equipment: Short sword
(STR+1D+2 damage),
pulse-wave pistol (4D+2 damage)
Move: 10
Size: 1.7 meters tall
Cost: 11,000 credits
Source: Knights of the Old
Republic Campaign Guide (page 222)

Rakatan Guardian Droid
Type: Rakatan Guardian Droid
DEXTERITY 3D
Blaster 5D, carbonite projector 5D, dodge 5D+2, flame projector 5D
KNOWLEDGE 2D
Languages 2D, survival 5D
MECHANICAL 1D
PERCEPTION 2D
Search 6D
STRENGTH 2D
Stamina 6D

TECHNICAL 2D
Droid repair 5D
Equipped With:
-Walking locomotion
-Improved sensor package (+2D to *search* and infrared vision)
-Internal generator (indefinitely self-powered)
-Duranium plating (+1D to *Strength* against physical damage)
-Integrated blaster (5D)
-Integrated flamethrower (4D per round until extinguished)
-Carbonite projector (5D stun)
Equipment: Short sword (STR+1D+2 damage), pulse-wave pistol (4D+2 damage)
Move: 14
Size:
Cost: Not available for sale
Source: Knights of the Old Republic Campaign Guide (page 223)

Goto
Type: Aratech G0-T0 Infrastructure-Planning Droid
DEXTERITY 3D+1
Blaster 4D, dodge 4D, melee combat: electroshock probe 3D+2
KNOWLEDGE 3D
Bureaucracy 5D+2, cultures 4D+2, scholar: planetary infrastructure management 7D, planetary systems 6D+1
MECHANICAL 3D
PERCEPTION 3D
Con 5D, command 4D+2, persuasion 6D+1
STRENGTH 1D
TECHNICAL 3D
Computer programming/repair 6D+2
Equipped With:
-Repulsorlift engine
-2 tool appendages
-Electroshock probe (3D stun/ion damage)
  -Integrated blaster (4D+1)
    -Holorecorder/projector
    -Improved sensor package (+2D to *search*)
  -Integrated comlink
-Vocabulator
Move: 8 (flying)
Size: 0.3 meter diameter
Cost: Not for sale
Source: Knights of the Old Republic Campaign Guide (page 212)

HK-24 Assassin Droid
Type: Czerka Corp. HK-24 Series Assassin Droid
DEXTERITY 4D
Blasters: blaster rifle 5D+2, dodge 5D, melee combat 4D+1
KNOWLEDGE 2D+1
Intimidation 3D, tactics 3D
MECHANICAL 2D+2
PERCEPTION 2D+1
Persuasion 4D+2, sneak 3D
STRENGTH 3D+1

Brawling 4D, stamina 5D
TECHNICAL 2D
Equipped With:
-Walking locomotion
-2 hand appendages
-2 tool appendages
-Improved telescopic sensor package (+2 to *search*)
-Infrared vision (can see in the dark up to 30 meters)
-Translator unit (+2D to *languages*)
-Vocabulator
-Durasteel battle armor (+1D/+2 to resist damage)
Equipment: Blaster rifle (5D)
Move: 10
Size: 1.8 meters tall
Cost: Not available for sale (estimated 24,000 credits)
Source: Knights of the Old Republic Campaign Guide (page 84)

HK-50 Assassin Droid

Type: Czerka Corporation HK-50 Series Assassin Droid
DEXTERITY 4D
Blasters 5D, blasters: blaster rifle 6D+2, dodge 5D+2, melee combat 5D
KNOWLEDGE 2D+2
Intimidation 3D+1, tactics 3D+2
MECHANICAL 2D+2
PERCEPTION 2D+2
Persuasion 5D+2, sneak 3D+2
STRENGTH 3D+2
Brawling 4D+2, stamina 6D
TECHNICAL 2D+2
Equipped With:
-Walking locomotion
-2 hand appendages
-2 tool appendages
-Improved telescopic sensor package (+2 to *search*)
-Infrared vision (can see in the dark up to 30 meters)
-Translator unit (+2D to *languages*)
-Vocabulator
-Durasteel battle armor (+1D/+2 to resist damage)
Equipment: Blaster rifle (5D)
Move: 10
Size: 1.8 meters tall
Cost: Not available for sale (estimated 33,000 credits)
Source: Knights of the Old Republic Campaign Guide (page 85)

HK-47

Type: Modified HK Assassin Droid
DEXTERITY 4D
Blasters 6D, blaster artillery 5D, dodge 5D, melee combat 5D, melee parry 4D+2
KNOWLEDGE 2D+2
Intimidation 5D+2, languages 5D, streetwise 4D+1, tactics 4D+2
MECHANICAL 2D+2
PERCEPTION 2D+2
Con 6D+2, hide 5D+1, search 7D, persuasion 4D+2, sneak 5D+1
STRENGTH 3D+1
TECHNICAL 2D+2

Computer programming/repair 4D, demolitions 6D+2, repulsorlift repair 3D+2
Equipped With:
-Encrypted comlink
-Environmental compensator
-Locked access (the droid's shut-down switch is secured or internally located)
-Secondary battery
-Self-destruct system (disabled)
-Improved telescopic sensor package (+2 to *search*. The droid's visual sensors include a long-range capability)
-Infrared vision (can see in the dark up to 30 meters)
-Motion sensors (+2 to *search* rolls against moving targets)
-Sonic sensors (+2 to *search* rolls that involve sound)
Special Abilities:
Protected Memory Core: By careful use of the *droid repair* skill, HK's master, and *only* the meatbag he calls "master," can unlock his memories and hidden abilities. HK-47 himself may not make the attempt since his programming prevents it. Each attempt takes more time and skill the deeper one digs. The Core Levels must be unlocked one at a time with a reasonable amount of time between attempts.
- *Core Level 1*: Difficulty: Moderate. Time taken: 5 rounds.
Success: HK-47 gains an immediate +1 permanent increase to *Strength* or *Dexterity* (master's choice). Memory of currently malfunctioning "assassination protocol" and of previous master restored.
Failure: No effect.
- *Core Level 2*: Difficulty: Difficult. Time taken: 8 rounds.
Success: HK-47 gains an immediate +2 permanent increase to *Knowledge*, *Perception* or *Technical* (master's choice). Memories of another previous master restored.
Failure: HK-47 suffers a permanent -1 loss to *Strength* or *Dexterity*.
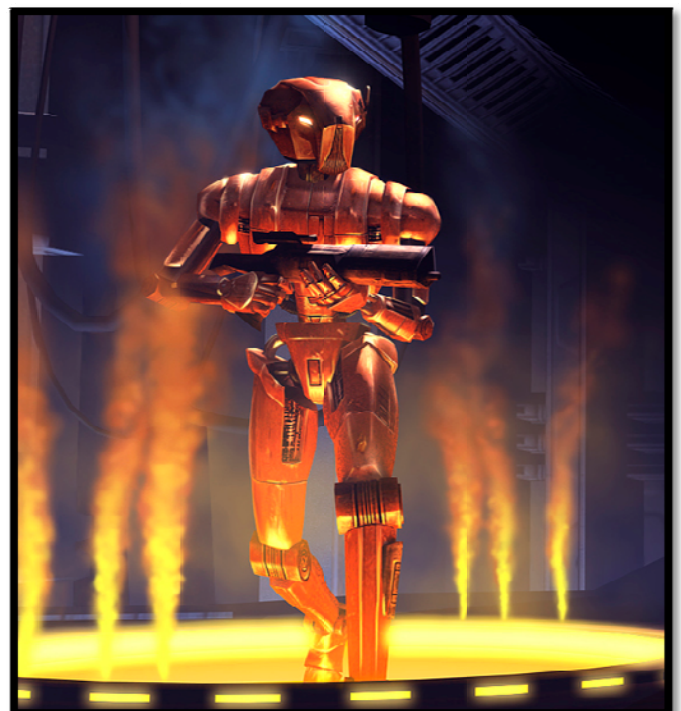
- *Core Level 3*: Difficulty: Very Difficult. Time taken: 12 rounds.

Success: HK-47 gains an immediate +1 permanent increase to the attribute of the master's choice, and a permanent +1 bonus to *dodge* and *parry* rolls. Memories of yet another deceased master restored.

Failure: HK-47 suffers a permanent -1 loss to Knowledge, Perception, or Technical, and a permanent -1 penalty on all attack rolls.

- *Core Level 4*: Difficulty: Heroic. Time taken: 18 rounds.

Success: Assassination protocols, self-destruct system, and memory core fully restored. Memory of original master returns. HK-47 receives permanent +1 increase in all attributes, a +1 bonus on attack rolls, and a +1 bonus to *dodge* and *parry* rolls. If the original and current masters are not one and the same (which the GM can arrange), HK-47 will immediately attempt to return to his original builder, as violently as possible.

Failure: System reboot. HK-47 reverts to whatever state he was in when purchased (indicated by the stats above) and must begin the process of rediscovery anew. Penalties from previous failed *droid repair* rolls as well as bonuses are erased, though the independent core remains intact.

Assassination Protocols: Assassination protocols may only be unlocked through a successful Core Level 4 *droid repair* roll (see above) and grant HK-47 an additional +2 bonus on attack rolls and a +2 bonus to *dodge* and *parry* rolls when in combat against his target or targets. Only the master may name the targets, of which there can be no more than five, and HK-47 will pursue their elimination to the exclusion of all other duties until the task is completed.
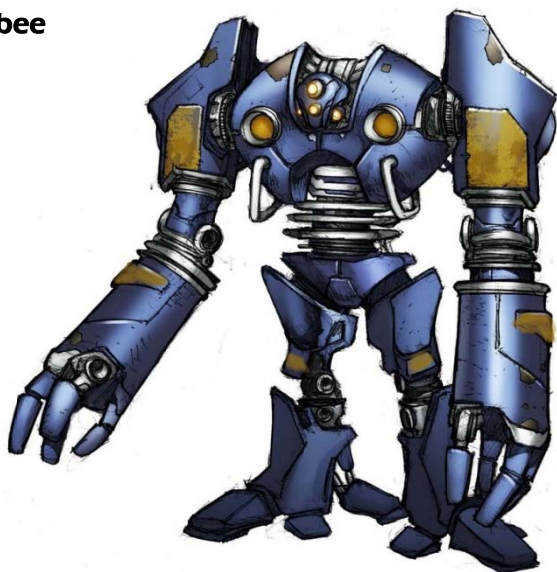
Move: 10
Size: 1.8 meters tall
Cost: Not for sale
Source: Knights of the Old Republic Campaign Guide (pages 212-213), Wizards Website

Elbee

Type: Modified Kellenech Technologies T1-LB Bulk Loader Droid
DEXTERITY 2D
KNOWLEDGE 1D+1
MECHANICAL 1D
PERCEPTION 1D+1
STRENGTH 6D
Lifting 9D, stamina 10D+1
TECHNICAL 1D
Equipped With:
-2 legs
-2 heavy grasper arms
-Internal storage space (5 Kg)
-Duranium armor plating (+1D to *Strength* against physical damage)
-Speech processor
Move: 13
Size: 2.6 meter tall
Cost: Not for sale
Source: Wizards Website

T3-M4
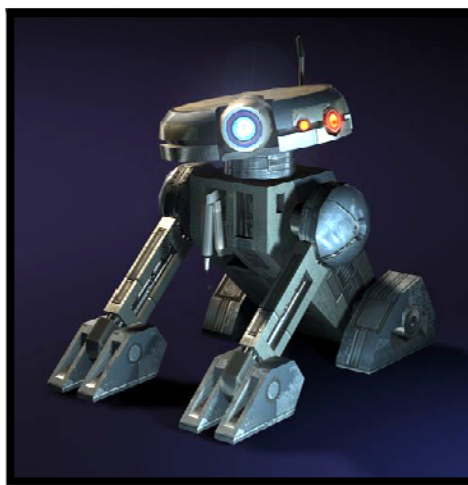
Type: Modified T3-series Astromech Droid
DEXTERITY 2D+2
Blasters 4D
KNOWLEDGE 2D
Alien species 3D, scholar: chemistry 4D, scholar: engineering 4D, tactics 3D
MECHANICAL 3D
Astrogation 6D, space transports 5D
PERCEPTION 2D
Forgery 4D+1, hide 2D+2, search 4D, sneak 2D
STRENGTH 2D
TECHNICAL 3D
Computer programming/repair 7D, demolitions 6D+2, droid programming 4D, droid repair 4D, security 5D+1, space transport repair 6D
Equipped With:
-Integrated blaster pistol (4D+2 damage, stun option)
-Electroshock probe (2D ion damage)
-Electric arc welder
-Fire extinguisher
-Video and auditory sensors (+2D to *search*, negates darkness penalties)
-Holorecorder/projector
-Internal storage space (2 Kg)
-5 tool appendages
-4 wheeled magnetic feet
Move: 8
Size: 1 meter tall
Source: Knights of the Old Republic Campaign Guide (page 216)

Weapons

Mandalorian Stunning Gauntlet
Model: Mandalorian Stunning Gauntlet
Type: Powered brawling weapon
Scale: Character
Skill: Brawling
Cost: 200-300/pair (depending on size)
Availability: 2, R
Difficulty: Easy
Damage: STR+1 stun damage
Source: Knights of the Old Republic Campaign Guide (page 202)

Short Sword
Model: Standard Short Sword
Type: Melee weapon
Scale: Character
Skill: Melee combat: sword
Cost: 40
Availability: 1
Difficulty: Easy
Damage: STR+1D+2 (maximum: 4D)
Source: Knights of the Old Republic Campaign Guide (pages 64-65)

War Sword
Model: Generic Longsword/Broadsword
Type: Melee weapon
Scale: Character
Skill: Melee combat: longsword/broadsword
Cost: 150
Availability: 2, F or R
Difficulty: Moderate
Damage: STR+2D (maximum: 6D)
Source: Knights of the Old Republic Campaign Guide (pages 64/66), d20 Core Rulebook (page 134), Adventure Journal 2 (page 203)

Double-bladed Sword
Model: Standard Double Sword
Type: Double-bladed sword
Scale: Character
Skill: Melee combat: double-bladed sword
Cost: 120
Availability: 2
Difficulty: Moderate
Damage: STR+2D (max: 5D)
Game Notes: Characters with the *double-bladed sword* specialization gain a +5 bonus to *melee parry* rolls.
Source: Knights of the Old Republic Campaign Guide (pages 64/66)

Fira
Model: Order of Shasa Fira
Type: Traditional selkath curved blade
Scale: Character
Skill: Melee combat: swords
Cost: 100
Availability: 4
Difficulty: Easy
Damage: STR+2D+2 (maximum: 5D+2)

Game Notes: This weapon is made with a cortosis alloy and can parry lightsabers without taking damage.
Source: Knights of the Old Republic Campaign Guide (page 64)

Dire Sword
Model: Dire Longsword/Broadsword
Type: Melee weapon
Scale: Character
Skill: Melee combat: longsword/broadsword
Cost: 100
Availability: 2
Difficulty: Moderate
Damage: STR+2D+2 (maximum: 6D)
Source: Knights of the Old Republic Campaign Guide (pages 64/66)

Mythosaur Axe
Scale: Character
Skill: Melee combat: axe
Cost: 1,000
Availability: 4, F
Difficulty: Easy
Damage: STR+2D (max: 5D)
Source: Knights of the Old Republic Campaign Guide (page 202)

Mandalore the Ultimate's Mythosaur Axe
Scale: Character
Skill: Melee combat: axe
Cost: Not available for sale
Availability: 4, X
Difficulty: Moderate
Damage: STR+4D (max: 7D)
Source: Knights of the Old Republic Campaign Guide (page 202)

Arg'garok
Model: Gamorrean Warrior's Arg'garok Axe
Type: Large Melee weapon
Scale: Character
Skill: Melee combat: Arg'garok
Cost: 1,000 (150-250 on Gamorr or Pzob)
Availability: 3, R
Difficulty: Moderate
Damage: STR+2D+2 (maximum: 7D+2)
Game Notes: Anyone with a strength less than 4D attempting to wield this weapon suffers a -2D penalty to their attack roll.
Source: Knights of the Old Republic Campaign Guide (pages 64-65), Ultimate Alien Anthology (page 62)

Zhaboka
Model: Iridonian Zhaboka Double-Bladed Fighting Pike
Type: Double-bladed pike
Scale: Character
Skill: Melee combat: double-bladed pike
Cost: 750-1,000 (includes shoulder scabbard)
Availability: 3, R
Difficulty: Difficult
Damage: STR+2D (max: 6D)

Game Notes: Characters with the *double-bladed pike* specialization gain a +5 bonus to *melee parry* rolls. Weapon can be unlocked at the grip and folded in half for ease of transport.
Source: Knights of the Old Republic Campaign Guide (pages 64/66)

Dire Vibroblade

Model: Vlaxar two-handed 22B-1 Vibro
Type: Advanced Melee weapon
Scale: Character
Skill: Melee combat: vibroblade
Cost: 60
Availability: 2, F
Difficulty: Moderate
Damage: STR+3D+2 (maximum: 6D+2)
Source: Knights of the Old Republic Campaign Guide (pages 64-65)

Double Vibroblade

Model: Czerka Double Vibroblade
Type: Double vibroblade
Scale: Character
Skill: Melee combat: double vibroblade
Cost: 550
Availability: 3, F
Difficulty: Difficult
Damage: STR+3D (max: 7D)
Game Notes: Characters with the *double vibroblade* specialization gain a +5 bonus to *melee parry* rolls.
Source: Knights of the Old Republic Campaign Guide (pages 64-65)

Shockstaff

Model: Arkanian Mechanicals Shockstaff
Type: Electric staff
Scale: Character
Skill: Melee combat: shockstaff
Cost: 3,500
Availability: 3, R
Difficulty: Moderate
Damage: STR+3D (max: 6D), plus 3D stun damage
Game Notes: Characters with the shockstaff specialization gain a +5 bonus to melee parry rolls. This weapon can parry lightsabers without taking damage.
Source: Knights of the Old Republic Campaign Guide (pages 64-65)

Shyarn

Model: Cerean Shyarn Blade
Type: Magnetically Charged Melee weapon
Scale: Character
Skill: Melee combat: Shyarn
Cost: 40
Availability: 4
Difficulty: Easy
Damage: STR+3D+2 (maximum: 6D+2)
Game Notes: Characters with the *shryarn* specialization gain an additional +2 to hit characters with armor, and a +2 to parry metal melee weapons.
Source: Knights of the Old Republic Campaign Guide (pages 64-65)

Lightfoil

Type: Lightfoil
Scale: Character
Skill: Lightsaber
Cost: 4,500
Availability: 4, R
Damage: 5D
Game Notes: Lightfoils are more common in the Knights of the Old Republic era than in other eras, and are more reliable, and are likely to do as much damage as a lightsaber. However, gamemasters should be aware that these advantages are not available for characters desiring the weapon anytime outside the Knights of the Old Republic era, given that the art of making quality lightfoils is soon lost.
Source: Knights of the Old Republic Campaign Guide (pages 64-65)

Massassi Lanvarok

Model: Massassi Lanvarok
Type: Disk launcher/polearm
Scale: Character
Skill: Melee weapons: Massassi Lanvarok / Thrown weapons: Massassi Lanvarok
Ammo: Enough for one burst
Cost: 250
Availability: 4, X
Range: 2-5/10/20
Difficulty: Moderate
Damage: STR+1D+2 (Max: 7D) / 3D+1 (discs)
Game Notes: Useable either as a ranged or melee weapon. When used as a ranged weapon, the disks launched from the lanvarok spread out, increasing the chances of a hit. This grants a 1D bonus to hit any target within 10 meters. Anyone using a lanvarok who also possesses the Telekinesis Force power can extend this bonus to the full range of the weapon with a successful use of that power. A lanvarok takes a full round to load.
Source: The Dark Side Sourcebook (page 58), Knights of the Old Republic Campaign Guide (pages 68-69)

Sith Lanvorok

Model: Sith Lanvorok
Type: Disk launcher
Scale: Character
Skill: Thrown weapons: Sith Lanvorok
Ammo: Enough for one burst
Cost: 4,000
Availability: 4, X
Range: 2-10/20/40
Damage: 3D+1
Game Notes: The Sith Lanvorok is useable only as a ranged weapon. The disks launched from the lanvarok spread out, increasing the chances of a hit. This grants a 1D bonus to hit any target within 10 meters. Anyone using a lanvarok who also possesses the Telekinesis Force power can extend this bonus to the full range of the weapon with a successful use of that power. A lanvarok takes a full round to load.

Blaster Assault Rifle
Model: Czerka L-21 Suppressor
Type: High accuracy assault rifle
Scale: Character
Skill: Blaster: blaster rifle
Ammo: 50
Cost: 1,000
Availability: 3, X
Range: 3-50/200/450
Damage: 5D
Source: Knights of the Old Republic Campaign Guide (pages 67-68)

Sith Blaster Rifle
Model: Czerka XKCD-311
Type: Blaster rifle
Scale: Character
Skill: Blaster: blaster rifle
Ammo: 100
Cost: Not available for sale
Availability: 3, X
Range: 3-30/100/300
Damage: 5D
Source: Knights of the Old Republic Campaign Guide (page 148)

Commando Special Rifle
Model: Gra'tl Industries 561 Special
Type: Specialized blaster carbine
Scale: Character
Skill: Blaster: blaster carbine
Ammo: 25
Cost: 1,250 (85 ammo)
Availability: 3, X
Range: 3-25/50/75
Damage: 5D+2
Source: Knights of the Old Republic Campaign Guide (page 180)

Repeating Blaster Carbine
Type: Heavy repeating blaster
Scale: Character
Skill: Blaster: blaster carbine
Ammo: 30
Cost: 2,000
Availability: 2, X
Range: 3-25/50/200
Damage: 6D+1
Source: Knights of the Old Republic Campaign Guide (pages 67-68)

Sonic Disruptor Pistol
Model: Standard Sonic Disruptor Pistol
Type: Anti-personnel weapon
Scale: Character
Skill: Blaster: sonic disruptor
Ammo: 10
Cost: 1,000
Availability: 4, X

Fire Rate: 2
Range: 3-4/8/12
Damage: 5D+2
Game Notes: After 10 shots, the power pack may be recharged in lieu of purchasing additional ammunition. Sonic weapons are considered energy weapons when calculating damage with shields and armor, however sonic weapons may not be deflected with a lightsaber.
Source: Knights of the Old Republic Campaign Guide (pages 68-69)

Aurial Blaster
Model: Systech "Screamer" Aurial blaster
Type: Aurial blaster
Scale: Character
Skill: Blaster: aurial blaster pistol
Ammo: 50
Cost: 2,500 (power packs: 25)
Availability: 2, R
Range: 3-10/40/60
Damage: 3D+2
Game Notes: Any character taking damage from an aurial blaster suffers as -2D penalty on perception based rolls until the end of the attacker's next turn.
Source: Knights of the Old Republic Campaign Guide (pages 67-68)

Carbonite Rifle
Model: Kez'del Systems freeze rifle
Type: Specialized carbonite rifle
Scale: Character
Skill: Blaster: carbonite rifle
Ammo: 20
Cost: 1,200 (power packs: 50)
Availability: 2, F
Range: 3-5/10/20
Damage: 5D+2 (stun)
Game Notes: Calculating damage on a carbonite rifle is similar to that of calculating stun damage. However, instead of a target being rendered unconscious, the target is caught by the quickly freezing and hardening stream that the rifle emits, and is then rendered immobilized. An immobilized target cannot make any actions or use any skills that are based on movement.
Source: Knights of the Old Republic Campaign Guide (pages 68-69)

Ion Carbine
Model: Czerka 58-X23 Ion Carbine
Type: Ionization gun
Scale: Character
Skill: Blaster: ion carbine
Ammo: 30 (power packs: 25)
Cost: 800
Availability: 2, F
Fire Rate: 1
Range: 3-25/50/80
Damage: 5D ionization damage
Game Notes: Ion guns fire streams of energy that wreak havoc on electrical systems, and they are usually employed against droids, light vehicles, and

some types of equipment. When used normally, an ion gun fries a droid's circuits and internal components, inflicting lethal damage. If set to "stun," it works much the same as a blaster set on stun works against organic opponents. A droid stunned in such a way is out of commission for 2D minutes. An ion gun's blast has no effect on organic targets, unless such targets have cybernetic replacements.
Source: Knights of the Old Republic Campaign Guide (pages 68/70)

Needler
Model: Czerka Industries Penetrator
Type: Slug throwing pistol
Scale: Character
Skill: Firearms: slugthrower pistol
Ammo: 10
Cost: 650 (ammo clip 20)
Availability: 1, F
Range: 0-3/10/20
Damage: 3D+1
Game Notes: Needlers throw a sharpened slug at the target that is not stopped by personal energy shields of the Knights of the Old Republic Era. Further, many who carried Needler pistols laced the projectiles with toxins to further damage their targets.
Source: Knights of the Old Republic Campaign Guide (pages 68-69)

Ripper
Model: Kal'na 321 "Eviscerater"
Type: Shrapnel throwing projectile weapon
Scale: Character
Skill: Firearms: ripper pistol
Ammo: 10
Cost: 750 (ammo clip 20)
Availability: 1, F
Range: 0-3/10/20
Damage: 3D+2
Game Notes: Ripper weapons bypass energy shields of the Knights of the Old Republic by throwing a variety of oddly shaped shrapnel in order to do physical damage (similar to flechette weapons of the Rebellion era).
Source: Knights of the Old Republic Campaign Guide (pages 68-69)

Pulse Wave Pistol
Model: Czerka Pulse L-631
Type: Pulse-wave blaster
Scale: Character
Skill: Pulse-wave weapons: blaster
Ammo: 50
Cost: 600 (power packs: 35)
Availability: 1, F
Fire Rate: 1
Range: 3-8/20/100
Damage: 4D
Source: Knights of the Old Republic Campaign Guide (pages 68, 69)

Pulse Wave Rifle
Model: Czerka KC-71 Pulse Wave Rifle

Type: Pulse-wave rifle
Scale: Character
Skill: Pulse-wave weapons: rifle
Ammo: 50
Cost: 550 (power packs: 50)
Availability: 2, F
Fire Rate: 1
Range: 3-20/75/150
Damage: 5D
Source: Knights of the Old Republic Campaign Guide (pages 68/70)

Sonic Pistol
Model: Tlas'Chel LD-18 Sonic Blaster Pistol
Type: Sonic blaster pistol
Scale: Character
Skill: Sonic Weapons: pistol
Ammo: 100
Cost: 900
Availability: 2, F
Fire Rate: 1
Range: 2-10/15/35
Damage: 3D+2
Game Notes: After 100 shots the power pack may be recharged in lieu of purchasing additional ammunition. Sonic weapons are considered energy weapons when calculating damage with shields and armor, however sonic weapons may not be deflected with a lightsaber.
Source: Knights of the Old Republic Campaign Guide (pages 68/70)

Heavy Sonic Pistol
Model: Tlas'Chel LD-44 Sonic Blaster Pistol
Type: Sonic blaster pistol
Scale: Character
Skill: Sonic Weapons: pistol
Ammo: 50
Cost: 1,250
Availability: 2, F
Range: 2-7/10/20
Damage: 4D+2
Game Notes: After 50 shots the power pack may be recharged in lieu of purchasing additional ammunition. Sonic weapons are considered energy weapons when calculating damage with shields and armor, however sonic weapons may not be deflected with a lightsaber.
Source: Knights of the Old Republic Campaign Guide (pages 68/70)

Sonic Rifle
Model: Tlas'Chel LD-44 Sonic Blaster Pistol
Type: Sonic blaster pistol
Scale: Character
Skill: Sonic Weapons: pistol
Ammo: 50
Cost: 900
Availability: 2, F
Range: 3-10/30/60
Damage: 4D+2
Game Notes: After 50 shots the power pack may be recharged in lieu of purchasing additional

ammunition. Sonic weapons are considered energy weapons when calculating damage with shields and armor, however sonic weapons may not be deflected with a lightsaber.
Source: Knights of the Old Republic Campaign Guide (pages 68/70)

Cryoban Grenade
Model: Irridonian C-46 Cryogenic Grenade
Type: Explosive
Scale: Character
Skill: Grenade
Cost: 500
Availability: 1, R
Range: 2-6/20/40
Blast Radius: 0-2/4/6/10
Damage: 4D+1/3D+2/3D/2D+1
Game Notes: Cryoban grenades issue a blast of below freezing temperatures. It causes serious pain and immobility when it comes in contact with a target. Anyone taking damage from a Cryoban grenade has his or her movement reduced to 4 until the end of his or her next turn.
Source: Knights of the Old Republic Campaign Guide (page 68)

Adhesive Grenade
Model: Czerka GL-85-K Sticky Grenade
Type: Explosive
Scale: Character
Skill: Grenade
Cost: 200
Availability: 1, R
Range: 3-7/20/40
Blast Radius: 0-2/4/6/10
Damage: 5D/4D/3D/2D
Game Notes: Adhesive grenades are intended to immobilize, rather than destroy a target. By issuing a splatter of a sticky solution, the grenade can effectively trap a target in place. Once hit by the glue, a character must roll his *Strength* to resist. If the grenade damage is higher, than instead of taking damage, the character remains trapped in place for 3 rounds. If the character succeeds in making the *Strength* roll, then he need not make any other rolls while moving through the blast radius.
Source: Knights of the Old Republic Campaign Guide (pages 67-68)

Remote Grenade
Model: Gra'tl Industries F-21-Remote Fragmentation Grenade
Type: Explosive
Scale: Character
Skill: Demolitions
Cost: 300 (additional 100 for a detonator switch)
Availability: 3, X
Blast Radius: 0-2/4/6/10
Damage: 5D/4D/3D/2D
Game Notes: These grenades are programmed for remote detonation. After an Easy (Difficulty 10) *demolitions* roll to plant the explosive, the grenade is set. The explosives may be detonated by a remote switch (sold by the manufacturer) as long as the switch is within 100 meters of the grenades.
Source: Knights of the Old Republic Campaign Guide (page 180)

Equipment

Fiber armor
Model: Typical Fiber Armor Vest
Type: Personal armor
Scale: Character
Cost: 3,000
Availability: 1, F
Game Notes: +1D energy
Source: Knights of the Old Republic Campaign Guide (pages 71-72)

Powered Light Battle Armor
Model: Typical Powered Light Battle Armor
Type: Upgradeable Personal armor
Scale: Character
Cost: 6,500
Availability: 3, X
Game Notes: +1D to resist energy and physical damage. This armor is designed to be modified and upgraded using modifications contained in D6 Conversion - Scum and Villainy. This model has 2 free upgrade slots.
Source: Knights of the Old Republic Campaign Guide (pages 70-71)

Light Battle Armor
Model: Typical Light Battle Armor
Type: Personal armor
Scale: Character
Cost: 3,500
Availability: 3, X
Game Notes: +1D to resist energy, and physical, -1D to all *Dexterity* rolls.
Source: Knights of the Old Republic Campaign Guide (pages 70-71)

Mesh Armor
Model: Typical Mesh Armor Suit
Type: Personal armor
Scale: Character
Cost: 6,000
Availability: 2, R
Game Notes: +1D+1 to resist energy, and +2D+1 to resist physical, -1D to all *Dexterity* rolls.
Source: Knights of the Old Republic Campaign Guide (pages 71-72)

Weave Armor
Model: Typical Mesh Armor Suit
Type: Personal armor
Scale: Character
Cost: 5,000
Availability: 3, R
Game Notes: +1D to resist energy, and +2D to resist physical, -1D to all *Dexterity* rolls.
Source: Knights of the Old Republic Campaign Guide (pages 71-72)

Powered Battle Armor
Model: Typical Powered Medium Battle Armor
Type: Upgradeable Personal armor
Scale: Character
Cost: 11,000
Availability: 3, X
Game Notes: +1D to resist energy, and +2D to resist physical, -1D to all *Dexterity* rolls. This armor is designed to be modified and upgraded using modifications contained in D6 Conversion - Scum and Villainy. This model has 2 free upgrade slots.
Source: Knights of the Old Republic Campaign Guide (page 71)

Matrix Armor
Model: Heavy Matrix Armor Suit and Helmet
Type: Personal armor
Scale: Character
Cost: 9,000
Availability: 2, R
Game Notes: +1D+2 to resist energy, and +2D+2 to resist physical, -1D+1 to all Dexterity rolls.
Source: Knights of the Old Republic Campaign Guide (pages 71-72)

Heavy Powered Battle Armor
Model: Typical Powered Heavy Battle Armor
Type: Upgradeable Personal armor
Scale: Character
Cost: 19,000
Availability: 3, X
Game Notes: +1D+2 to resist energy, and +2D+2 to resist physical, -1D+1 to all Dexterity rolls. This armor is designed to be modified and upgraded using modifications contained in D6 Conversion - Scum and Villainy. This model has 2 free upgrade slots.
Source: Knights of the Old Republic Campaign Guide (page 71)

Republic Light Armor
Model: Republic standard issue light armor
Type: Military light armor
Scale: Character
Cost: Not available for sale
Availability: 3, X
Game Notes: +1D to resist physical and +2 to resist energy.
Source: Knights of the Old Republic Campaign Guide (page 179)

Republic Combat Armor
Model: Republic standard issue medium combat armor
Type: Military armor
Scale: Character
Cost: Not available for sale
Availability: 3, X
Game Notes: +1D to resist energy, and +2D to resist physical, -1D to all *Dexterity* rolls.
Source: Knights of the Old Republic Campaign Guide (page 179)

Republic Heavy Armor
Model: Republic heavy combat armor
Type: Military armor
Scale: Character
Cost: Not available for sale

Availability: 3, X
Game Notes: +1D+1 to resist energy, and +2D+2 to resist physical, -1D+1 to all *Dexterity* rolls.
Source: Knights of the Old Republic Campaign Guide (page 179)

Sith Trooper Armor
Type: Military armor
Scale: Character
Cost: Not available for sale
Availability: 3, X
Game Notes: +2D physical, +1D energy, -1D *Dexterity* and related skills.
Source: Knights of the Old Republic Campaign Guide (page 148)

Darth Malak's Armor
Type: Custom built personal armor
Scale: Character
Cost: Not available for sale
Availability: 4, X
Game Notes: +2D physical, +1D energy. Due to the armor having been custom built for Darth Malak, he suffers no *Dexterity* penalties for wearing the amor.
Source: Knights of the Old Republic Campaign Guide (page 155)

Darth Bandon's Armor
Type: Custom built personal armor
Scale: Character
Cost: Not available for sale
Availability: 4, X
Game Notes: +1D physical, +1D energy. Due to the armor having been custom built for Darth Malak, he suffers no *Dexterity* penalty for wearing the amor.
Source: Knights of the Old Republic Campaign Guide (page 155)

Neo-Crusader Light Armor
Type: Military armor
Scale: Character
Cost: Not available for sale
Availability: 4, X
Game Notes: +2D physical, +1D energy, -1D *Dexterity* and related skills.
Source: Knights of the Old Republic Campaign Guide (page 201)

Mandalorian Combat Suit
Type: Military armor
Scale: Character
Cost: Not available for sale
Availability: 4
Game Notes: +1D physical, +1D energy.
Source: Knights of the Old Republic Campaign Guide (page 201)

Mandalorian Battle Armor
Type: Military armor
Scale: Character
Cost: Not available for sale
Availability: 4

Game Notes: +2D+1 physical, +1D energy, -1D *Dexterity* and related skills.
Source: Knights of the Old Republic Campaign Guide (page 201)

Neo-Crusader Assault Armor
Type: Military armor
Scale: Character
Cost: Not available for sale
Availability: 4
Game Notes: +2D+2 physical, +1D+2 energy, -1D+2 *Dexterity* and related skills.
Source: Knights of the Old Republic Campaign Guide (page 201)

Personal Shields
Model: Czerka 351-K personal shield
Type: Protective energy-dispersing shield
Cost: See chart below *
Availability: 1
Game Notes: Energy shields may be activated once a day, for a full day's worth of limited protection from energy attacks. Personal shields are unaffected by physical attacks. Once the wearer has taken damage of Wounded or greater, the energy shield shuts down to prevent a critical overload. The shield may be activated again the following day. However, the shield can only be activated a total of five times.
* The *Strength* bonus to resist energy damage determines the cost of the shield.

Bonus	Cost
+1	500
+2	2,500
1D	4,000
1D+1	8,000
1D+2	12,000
2D	18,000

Source: Knights of the Old Republic Campaign Guide (pages 71-72)

Aural Amplifier
Type: Sensor headgear
Scale: Character
Cost: 2,000
Availability: 2
Game Notes: Amplifier adds 1D+2 to all *Perception* checks and skills involving hearing.
Source: Knights of the Old Republic Campaign Guide (page 73)

Computer Interface Visor
Type: Sensor headgear
Scale: Character
Cost: 1,200
Availability: 2
Game Notes: Amplifier adds 1D to all *computer programming/repair* rolls
Source: Knights of the Old Republic Campaign Guide (page 73)

Demolitions Sensor

Type: Sensor headgear
Scale: Character
Cost: 1,000
Availability: 2
Game Notes: Amplifier adds 1D+2 to all *Perception* checks or *search* rolls to perceive demolition charges, mines, or explosives.
Source: Knights of the Old Republic Campaign Guide (page 73)

Mechanical Interface Visor

Type: Sensor headgear
Scale: Character
Cost: 2,500
Availability: 2
Game Notes: Amplifier adds 1D to all *Mechanical* rolls to repair common starships and vehicles.
Source: Knights of the Old Republic Campaign Guide (page 73)

Medical Interface Visor

Type: Sensor headgear
Scale: Character
Cost: 1,500
Availability: 2
Game Notes: Amplifier adds +2 to all *first aid* or *Medicine* rolls.
Source: Knights of the Old Republic Campaign Guide (page 73)

Motion Sensing Visor

Type: Sensor headgear
Scale: Character
Cost: 2,500
Availability: 2
Game Notes: Amplifier adds 1D+2 to all *Perception* checks and skills to find or notice a moving target.
Source: Knights of the Old Republic Campaign Guide (pages 73-74)

Neural Band

Type: Force-protective headgear
Scale: Character
Cost: 3,500
Availability: 2
Game Notes: Amplifier adds +2 to all *Perception* or *willpower* rolls to resist the effects of Force powers.
Source: Knights of the Old Republic Campaign Guide (pages 73-74)

Stealth Field Generator

Type: Personal camouflage generator
Scale: Character
Cost: 5,000
Availability: 2
Game Notes: By dampening sound and visible light around the character, this device adds a 2D+2 to all *sneak* rolls.
Source: Knights of the Old Republic Campaign Guide (pages 73-74)

Vacuum Mask

Type: Personal life support mask
Scale: Character
Cost: 650
Availability: 2
Game Notes: Provides 10 minutes of breathable air in a complete vacuum.
Source: Knights of the Old Republic Campaign Guide (pages 73-74)

Bio-Stabilizer Implant

Type: Cybernetic brain implant
Scale: Character
Skill: Medicine: cyborging (to install)
Cost: 1,750 (does not include cost to install)
Availability: 2
Difficulty: To install: Difficult
Game Notes: This implant immediately stimulates segments of the brain to synthesize antidotes to poisons. A character with this implant is immune to poisons.
Source: Knights of the Old Republic Campaign Guide (pages 73-74)

Cardio Implant

Type: Cybernetic brain implant
Scale: Character
Skill: Medicine: cyborging (to install)
Cost: 1,750 (does not include cost to install)
Availability: 2
Difficulty: To install: Difficult
Game Notes: Grants +1 to resist damage
Source: Knights of the Old Republic Campaign Guide (pages 73-74)

Combat Implant

Type: Cybernetic brain implant
Scale: Character
Skill: Medicine: cyborging (to install)
Cost: 5,000 (does not include cost to install)
Availability: 2
Difficulty: To install: Difficult
Game Notes: Grants a +1D+1 bonus to use any character-scale weapon in which the character has not received any skill advancement.
Source: Knights of the Old Republic Campaign Guide (pages 73-74)

Memory Implant

Type: Cybernetic brain implant
Scale: Character
Skill: Medicine: cyborging (to install)
Cost: 2,000 (does not include cost to install)
Availability: 2
Difficulty: To install: Difficult
Game Notes: Grants a +1D to *Knowledge* rolls.
Source: Knights of the Old Republic Campaign Guide (pages 73-74)

Nerve Reinforcement Implant

Type: Cybernetic brain implant
Scale: Character
Skill: Medicine: cyborging (to install)
Cost: 5,000 (does not include cost to install)
Availability: 2
Difficulty: To install: Difficult
Game Notes: Grants +1D to resist stun damage.
Source: Knights of the Old Republic Campaign Guide (pages 73/75)

Regenerative Implant

Type: Cybernetic brain implant
Scale: Character
Skill: Medicine: cyborging (to install)
Cost: 4,250 (does not include cost to install)
Availability: 2
Difficulty: To install: Difficult
Game Notes: Characters with this implant installed may make two natural healing rolls per day instead of one.
Source: Knights of the Old Republic Campaign Guide (pages 73/75)

Sensory Implant

Type: Cybernetic brain implant
Scale: Character
Skill: Medicine: cyborging (to install)
Cost: 2,500 (does not include cost to install)
Availability: 2
Difficulty: To install: Difficult
Game Notes: Grants the special ability *Darkvision*: can see up to 20 meters in complete darkness.
Source: Knights of the Old Republic Campaign Guide (pages 73/75)

Armor Reinforcement

Skill: Armor repair (to install)
Difficulty: to install: Easy
Cost: 3,000
Availability: 2
Upgrade slot cost: 1
Game Notes: Adds a +2 to the physical damage resistance of any armor
Source: Knights of the Old republic Campaign Guide (page 75)

Beam Splitter

Skill: Blaster repair (to install)
Difficulty: to install: Moderate
Cost: 1,200
Availability: 2
Upgrade slot cost: 2
Game Notes: The beam splitter broadens a blaster bolt, making it more difficult to aim accurate, by increases damage. A character firing a blaster with a beam splitter takes a -2 penalty to their *blaster* roll, but gains an additional +2 to damage.
Source: Knights of the Old republic Campaign Guide (page 75)

Durasteel bonding

Skill: relevant weapon repair (to install)
Difficulty: to install: Easy
Cost: 2,000
Availability: 2
Upgrade slot cost: 1
Game Notes: Durasteel coats a weapon, adding +1D to its Body Strength.
Source: Knights of the Old republic Campaign Guide (page 75)

Enhanced Energy Projector

Skill: blaster repair
Difficulty: to install: Moderate
Cost: 3,000
Availability: 2
Upgrade slot cost: 1
Game Notes: Allows a weapon with a blaster pack or rechargeable energy pack to double the number of shots fired on a single energy pack.
Source: Knights of the Old republic Campaign Guide (page 75)

Hair Trigger

Skill: relevant weapon repair (to install)
Difficulty: to install: Moderate
Cost: 1,200
Availability: 2
Upgrade slot cost: 1
Game Notes: Weapons with a hair trigger increase their Fire Rate by +3.
Source: Knights of the Old republic Campaign Guide (pages 75-76)

Tremor Cell

Skill: relevant weapon repair (to install)
Difficulty: to install: Easy
Cost: 1,000
Availability: 2
Upgrade slot cost: 1
Game Notes: The tremor cell allows a melee weapon with a power source (such as a vibrosword) to produce a dazzling tremor on contact with a target that will stun rather than kill the target. When the weapon it set to stun it keeps its base damage, but the damage should be treated as stun damage.
Source: Knights of the Old republic Campaign Guide (pages 75-76)

Force Powers

Fear

Control Difficulty: Target's opposing control or *Perception* roll.
Alter difficulty: Moderate.
Required Powers: Aura of Uneasiness
Warning: Any character who uses this power gains an immediate Dark Side Point.
Effect: This power targets the psychological vulnerabilities of a target and uses a powerful wave of the Dark Side to fill them with a paralyzing fear. In game terms, the Force user can so fill them with fear that it will limit how many actions they may take on the target's next turn. The limit is dependent on how much the Force user's roll beats the target's opposed roll.

Control roll exceeds target roll by	Maximum number of actions next turn
1-4	3 actions
5-9	2 actions
10-14	1 action
15+	0 actions

Source: Knights of the Old Republic Campaign Guide (page 50)

Force Whirlwind

Alter Difficulty: Moderate, or target's *Strength* roll (whichever is higher).
Required Powers: Telekinesis
Warning: Any character using this power to damage a living being gains an immediate Dark Side Point.
Effect: The Jedi may call upon the Force to surround a target in a swirling vortex of Force energy. The whirlwind will lift the target approximately one meter into the air and buffet them with Force energy. In game terms, the target will be lifted into the air, and incapable of movement for the rest of the round. However, the Force user may attempt to extend the whirlwind by spending one character point per round. When the whirlwind dissipates, the target falls prone. It counts as an action for the target to get back up again.
The Force user has the option of additionally doing damage equal to one third of his or her alter roll. If the character does so, then he or she gains an immediate Dark Side Point.
Source: Knights of the Old Republic Campaign Guide (page 51)

Resist Force

Control Difficulty: Moderate
Time to use: One round
Required Powers: Concentration
Effect: This is a rare power that allows a Force User to center herself so that she will be prepared to resist any number of Force powers used against her. In game terms, if the character succeeds in her roll, then she gains an additional +1D to her *control* or *willpower* rolls to resist Force powers for 5 rounds. The character receives an additional +1D for every +10 by which she exceeds the difficulty.
Source: Knights of the Old Republic Campaign Guide (page 51)

Slow

Control Difficulty: Easy
Alter Difficulty: Moderate, or target's *control* or *Perception* roll
Required Powers: Accelerate healing, accelerate another's healing, control pain, control another's pain, remove fatigue, remove another's fatigue.
Effect: This power allows a Jedi to fill another person with the feeling of a heavy burden and a great fatigue, preventing them from moving and acting effectively. In game terms, the Jedi can decrease the movement rating of a target. The debilitating effect of the encumbrance lasts for 2D rounds. See chart below to determine the reduction of movement:

Difficuly	Movement reduced by
Moderate	1/3
Difficult	1/2
Very Difficult	2/3
Heroic	Paralized

Source: Knights of the Old Republic Campaign Guide (page 52)